

# STANSFIELD VENDING POOL LEAGUE CAPTAIN'S GUIDE

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## ***REMEMBER:***

***Good sportsmanship is more important than winning.***

## I. INTRODUCTION

The Captain's Guide has been compiled to give the players the information needed to make the league season go as smoothly as possible. It contains operational information such as association by-laws, award lists, prize payout schedules, and tournament information. Knowledge of its contents is important for all players. Many times problems and disputes arise as a result of a lack of an understanding of league by-laws and policies. A complete knowledge and understanding of rules, polices, and procedures will allow all of us to shoot pool and have fun without worrying about the technicalities.

**\*\*\*PLEASE NOTE THAT OUT OF TOWN LEAGUE RULES MAY VARY FROM THESE. PLEASE CONTACT YOUR LEAGUE PRESIDENT FOR YOUR SPECIFIC LEAGUE RULES.\*\*\***

## II. BY-LAWS AND LEAGUE REGULATIONS

### A. Purpose

1. Leagues shall be non-profit, non-stock organizations.
2. Their objective shall be to stimulate an interest in the game of pool on a local basis while promoting sportsmanship, good will, and unity among league players.
3. To provide rules, methods, scoring procedures, and statistics necessary to promote the competitive spirit through a structured organization and yet retain the social benefits of a friendly sport.
4. To provide a system of accountability and a guarantee for league funds.
5. To provide a system for the recognition of both team and individual accomplishments in pool.
6. To provide a system of association, state, and national tournaments for league players.
7. All league matches must be played on a WAMO Vendor coin operated pool table.

### B. Officers

1. Unless otherwise designated, the pool league shall have elected—President and Vice President.
2. The Secretary-Treasurer's office shall be filled by Stansfield Vending.
3. Election, nomination, and balloting for prospective officers shall take place at the annual meeting. The nominee receiving the majority of the votes shall become President. The second place nominee shall assume the Vice President's office.
4. Duties and responsibilities of the President and Vice President:
  - A) To serve as a liaison between players and the secretary
  - B) Rule on protests presented to him/her by the Secretary or team captain.
  - C) Postpone matches due to emergencies or inclement weather.
  - D) Settle disputes between teams that might occur during a match.
  - E) The Vice President shall assume the duties of President if the President leaves the league, or if the President's team is directly involved in a dispute.

### C. Captain's Duties

1. He/She shall be present or send an acting captain to all league meetings.
2. The captain shall inform his/her players as to all league rules and regulations.
3. The captain acts as the finance person for the team and must be trusted by all team members with cash. As an example, the captain shall collect all necessary player fees and submit them within the required time period. Failure to do so will result in a five dollar (\$5) per week fine. Fines unpaid by the end of the season will be deducted from the team's prize check. Prize checks may also be written out to the team captain and it will be entrusted to them to distribute funds accordingly.
4. NSF CHECKS: A \$30 fine will be assessed for each NSF check, and all fines not paid at the end of the league season will be deducted from the team's winnings.
5. After the match has been completed, both captains shall be responsible for verifying the score sheets and obtaining the necessary signatures.
6. In most leagues, the visiting team captain shall be responsible for taking the match score sheets and kitty money to the designated drop-off locations or mailing them in to Stansfield Vending on the same night of league play. Failure to do so will result in a five dollar (\$5) per week fine that the match is not turned in. Fines unpaid by the end of the season will be deducted from the team's prize check.
7. The captain shall be responsible for settling any disputes that might arise during a match. Stansfield Vending Inc. & the Stansfield Vending League Dept. is not responsible for arguments between team members. This sport is for adults only and each team is responsible for settling any disputes among each other in a reasonable and respectable manner.
8. It is important for the captain to call us if he/she has an address change or phone number change. It is required that the league dept. has **at least 2 players contact information at all times**. If we find a discrepancy with a score sheet, or money turned in, then we can contact both teams involved.

#### D. Scheduling & Postponed Matches

1. Regular season scheduling shall be the responsibility of the Secretary.
2. Opposing captains, by mutual agreement, may postpone a match. Postponements are highly discouraged and should be made only because of extenuating circumstances. **IN THE EVENT OF A POSTPONEMENT, BOTH CAPTAINS MUST NOTIFY THE SVI LEAGUE DEPT. AS WELL AS THE LEAGUE PRESIDENT WITHIN 24 HOURS TO LET THEM KNOW THE MATCH HAS BEEN POSTPONED AND WHEN THE MATCH WILL BE PLAYED.**
  - A) Captains must make every effort to clearly agree to the site, time and date of the make-up match.
  - B) If a dispute arises over a make-up date, the League Director will set the date.
3. Every effort should be made to avoid forfeits and postponements. If advance notice is given, a team may request a postponement. It is recommended that the request for the postponement be made at least 24 hours before the match. Requests for postponements should only be made because of extenuating circumstances. Teams should have substitutes who can take over in case of illness, etc. Not being able to fill a team is not grounds for a postponement. The only situation when an opposing team must honor a request for a postponement is when a player or team cannot play because of their being in a sanctioned league tournament. Common sense, fair play, and sportsmanship should always be considered when deciding whether or not to consider a postponement. Opposing teams **DO NOT** have to grant a postponement. It is a privilege and not mandatory, however it is in good sport to try to accommodate.
4. Postponed matches should be played within 3 scheduled league nights of the originally scheduled match. It is the responsibility of the postponing team to reschedule and play the match within the 3 week period or they may receive a forfeit loss.
5. In the last 2 weeks of the season, postponements will not be allowed. Teams doing so may be subject to a forfeit loss. All matches that are rescheduled must be played and turned in by the last night of play.
6. **Forfeiting will not be permitted during the last two weeks of the league season. Teams doing so may be subject to the loss of all awards and prize monies.**
7. Games not played for any reason, except for byes, must still be paid for in the league kitty by both teams involved. The same rule applies to forfeited matches. **BOTH TEAMS MUST PAY THE KITTY \$\$\$\$**
8. If the visiting team fails to show for a match, it is the home team captain's responsibility to take their team's necessary fees and forfeit score sheet to the designated drop-off location or mail them in.
9. Leagues shall be composed of not less than four teams nor more than twenty teams unless specifically approved by Stansfield Vending.
10. In leagues comprised of an odd number of teams (leagues with byes), no team may join after the 3<sup>rd</sup> week of play. Teams taking over these vacant spots are responsible for paying all league kitty dues for missed matches. They may make-up un-played matches only at the approval of the team that originally had a bye. If not made up, un-played matches will be recorded as losses.
11. **BAD WEATHER:** League matches will never be cancelled due to bad weather by Stansfield Vending. It is the captain's responsibility to notify the opposing team captain if your team is unable to attend the regular scheduled match. **THE CAPTAINS MUST ALSO NOTIFY THE SVI LEAGUE DEPT. WITHIN 24 HOURS AS WELL.**

#### E. Awards

1. An individual must play 75 percent (75%) of the league season to qualify for individual awards.
2. Awards: Pins, Patches, Trophies, Plaques
  - A) 8-Ball Run Out-pin (ERO)
  - B) 8-Ball on the Break Pin (8BB)
  - C) League MVP's – Plaque
  - D) Individual League Champions – Plaque
  - E) Plaques for places below FIRST will be awarded on the following basis.
    - 1) Four to six team league – 2<sup>nd</sup> Place
    - 2) Seven to ten team league – 2<sup>nd</sup> & 3<sup>rd</sup> places
    - 3) Eleven to twenty team league – 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> places
3. **ONE PIN PER FEAT PER LEAGUE SEASON IS AWARDED WHEN THE PLAYER ACCOMPLISHES THAT FEAT.**
4. Teams will be awarded prize checks based on a prize percentage sheet and the number of teams in their league.
5. Stansfield Vending Inc. & Stansfield Vending League Dept. are not responsible nor liable for the distribution of the team's money among the team members.

## F. Protest Procedures

1. Authority to protest rests with the captain.
2. **Protest must be in writing and shall be presented to the League Director within 24 hours after the match.**
3. Protest must include a \$25 deposit. Protester loses \$25 deposit if he/she loses the protest. (The \$25 is placed in the league party fund). If the protest is won the \$25 is returned.
4. Protests should be presented to the League Director who, after review, will submit them to the League President, who will render a decision. Protests which are the result of a misunderstanding of the rules or rulings made will not be submitted for a decision. If the President's team is directly involved in the dispute, the protest will be presented to the Vice President to render a decision.
5. President's judgments on protests must be thoroughly followed through with both captains.
6. President's decision may be vetoed by a two-thirds majority vote of the team captains. The veto must be submitted to the League Director within seven days of the President's decision with the signatures of two-thirds of the league captains.

## G. The Match

1. Every league is required to play out their designated score sheet entirely.
2. Each league has different amounts of games. Please see score sheet for shooting order and rotation.
3. The designated breaker will rack his/her balls and pay for the rack. Your opponent must be acknowledged that you are ready to start before you actually break the balls. If you don't acknowledge your opponent then the result will be a re-rack and the racker pays again.
4. Each team shall have a captain or acting captain present at each match played. The captain or acting captain must sign both score sheets. Please review the score sheets for accuracy BEFORE signing.
5. The two captains or acting captains shall attempt to settle all disputes. Disputes that cannot be settled by the two captains or acting captains will be ruled on by the League President.
6. **Score sheets signed by both captains will be considered agreed upon and therefore final.**

## H. Line-Ups

1. Line-ups shall be placed on the score sheet by the captain or acting captain. This line-up shall not be known to the opposing team until just prior to the start of the match. EXCEPTION: A team that is short a player must notify the opposing team and also state which position on the roster will be vacant so that the opposing team can adjust their line-up accordingly.
2. If a match is started with one team short a player under mutual assumption that the missing player will arrive late, for the protection of the team with all players present, it is advised that they take into consideration the possibility that the absent player may not arrive. Once a player is passed in the rotation, their game is forfeited. E.g. If a player will not be there right away, put them last in rotation so that they won't be forfeited. If they arrive in the second round and have not been passed in the the rotation they can play their second round match. The first round match would then be scored 10-0. "10" going to the player that was present and waiting to play the match while the absent player would then receive a "0". Once a match is 1 hour after scheduled **start time** (not including the grace period) the missing player is not allowed to jump in to finish the match. Ex. 7:00 Start, all players must be there by 8:00 not 8:15. This applies unless prior arrangements were made between both captains.
3. If a team starts a match short a player, and one of the remaining players is found to be illegal, the match shall be scored as a forfeit win for the opposing team.
4. Game shot out of order: If the players in question would have faced each other later in the match, then the game will stand. If they will not face each other, then the game must be reshot using correct players.
5. If a team is caught playing a player under a different name, that player will lose their points for all games. If caught a second time, that team may be removed from the league. If a player's name or age is questioned, they may be asked to prove age or verify name by showing a photo ID. If the other team knows and allows them to do this, they could be subject to the same penalties. If the team allows them to play, it is a done deal! You accept them for who they are and nothing will be reserved later. If falsifying line-ups by writing names of non-rostered players is found to be true, the following penalties shall be imposed on captains or teams involved: A) The opposing team receives a 10-0 forfeit win for each game the illegal player shot. B) Repeat violations will result in expulsion from the league.

## I. Team & Individual Scoring

1. The point system will be used to determine the winner of the game.
2. The team scoring the most total points will be the match winner. If tied in points the team with the most games won in the match will be the winner. If tied in games won the last two games of the last round will be replayed. Home team will break game one of the tiebreaker and visitor breaks game two of the tiebreaker. In the unlikely event that there is still a tie after those two games have been completed, each team captain will appoint one player from each team to play one more game. Flip to determine break and breaker pays. Tiebreaker winner is determined by points not by games won.  
**\*\*Thursday Open League: If tied in points at the end of the match, the last two games of the last round will be replayed exactly the same way they were (same person breaks each game). If still tied in points after that, each team captain will appoint one player from each team to play one more game. Flip to determine break and breaker pays. The winner of that game wins the match.**
3. Points will be scored in this manner:
  - A) One point for every object ball you make & three points for the 8-ball. Both players count all balls.
  - B) For forfeited games the team receives ten points per game. E.G. If team is short one player the opposing player would receive ten points.
4. Individual averages are determined by dividing the total points by the total games played.
5. Scoring Clarifications (These are just some of the many examples.)
  - A) Breaker makes one, two, or three balls on the break and on his first shot after the break he makes the 8-Ball. Because no balls have been legally determined, it is a 10-0 win for his opponent.
  - B) If the breaker doesn't make a ball on the break, and the incoming player makes a legal shot and then makes the 8-Ball in the same shot, the breaker's score would be 10-0.

## J. Forfeited Matches

1. A team must have at least four players present (5-player team leagues) before a match can be played. If a team has less than four players present they shall forfeit the match. In a 4-player team league, at least 3 players must be present.
2. The winning team receives a match win and their average number of points per match. The point average will not be computed until the team has played at least 3 consecutive weeks, as the average is figured from the team's previous three matches.
3. The opposing team captain may accept the forfeiture or ask that the match be rescheduled.
4. The losing team receives a match loss and zero points.
5. Match forfeits may be called after the designated grace period is over.
6. Teams forfeiting more than 2 weeks in a row will be subject to removal from the league. Removal from the league shall be at the discretion of the League Director.
7. Once a game is forfeited, you may not go back and re-shoot. Score sheets turned in are final!

## K. Forfeited Games

1. On 5-player teams, any team with only four players present will forfeit the fifth player's game at the rate of 10-0. If a fifth player arrives late during the match and his position has been bypassed, the team will forfeit ten points for his positions bypassed. A tardy player who has forfeited either one or two games may play the second or third game if his turn has not yet come up.
2. On games forfeited, points issued will affect team averages and NOT individual players' score.
3. Once a match has begun, if for any reason a player leaves or intentionally forfeits a game(s), the opposing player(s) receive 10-0 win(s).

## L. Rosters

1. Team captains or sponsors are required to submit their rosters to the League Secretary either at the league meeting or by the designated due date. The League Secretary's office is at Stansfield Vending, Inc. Rosters are available at [www.stansfieldvending.com](http://www.stansfieldvending.com)
  - A) Rosters must have the names, phone numbers, addresses, and email addresses of all players on a team. This is our only viable way to reach players and is also needed for sanctioning purposes.
2. Teams may use more than ten players **ONLY** if they have authorization from the League Director or League President.
3. Players who have never played any matches for their original team may join new teams at any time prior to the January 31<sup>st</sup> cutoff for new players.

4. Once a player has played a match for a team he/she may switch teams only by written release of the team captain. The written release must be submitted to the League Director before the player may play on another team within the league.
5. Teams may add new players (up to 10 TOTAL) at any time before Jan 31<sup>st</sup> or their league split without special permission from the League Director.  
(This rule may be slightly different for some out of town leagues.)
6. New players will be permitted to play after January 31<sup>st</sup> or their league split only under extenuating circumstances such as sudden illness or accidents. It is recommended that teams have at least two substitutes available at all times. You must contact the League Director or League President for this to happen.
7. All league players must be 21 years of age.
8. Teams with a player(s) not allowed in the opposing teams location must have substitutes available to take the place of the prohibited player(s). It is recommended that differences between “barred” players and sponsors be reconciled so that they can at least play the match and leave immediately, but the final decision rests in the hands of the bar owner. Stansfield Vending Inc. and the Stansfield Vending League Dept. are not responsible for arguments between TEAM members or PLAYERS and Bar Owners. This is a sport that only adults are allowed to play; therefore you must all act in a responsible, respectable manner and resolve issues on your own.
9. Providing they meet the roster requirements for league play, players may shoot in as many leagues as they wish.
10. A sponsor may, under extenuating circumstances, substitute for any of his/her teams within the League system. **Sponsors must not abuse this rule.** Example of abuse: 1) A male sponsor may not substitute in a women’s pool league or for a female in a mixed couples league. Example of abuse 2) A sponsor of obvious known ability may not substitute in a beginner or low level league or a restricted league as designated by the League Director. Example of abuse: 3) In a one/two “A” or “AA” leagues, a sponsor that is ranked “A/AA” may only sub for a player as long as it does not exceed the restriction for that league.
11. If a team dissolves, players may join other teams in the league only with the authorization of the League Director.
12. Leagues that are limited to “A & AA or Master” players pertain to men only at this time, except for women “Master” players who are seen as equivalent to Men’s “A” players for the purpose of SVI league and tournament play.

**M. Locations**

Teams may switch locations during the league season only if they have written permission from the sponsor or the existing sponsor closes his/her location. The bar owner should contact the league dept. as far in advance as possible so arrangements can be made for their team(s).

**N. Tournament Eligibility**

1. Stansfield Vending Tournament requires 6 league nights to be played by entry deadline.
2. VNEA ~ requires 12 league nights to be played by entry deadline.
3. WAMO ~ requires 9 league nights & 32 games to be played by entry deadline.
4. MOMA ~ requires 8 league nights & 32 games to be played by entry deadline.
5. Players may participate on one team only during the tournament regardless of classification.

**O. Handicap Details**

Under special circumstances, some leagues may be handicapped. Explanation: The first two weeks of play are shot as regular nights of play (no handicap is used). By the third week of play each player will have a “true” average.

1. 8.0 to 8.4 remains an 8, 8.5 to 8.9 increases to a 9. Add up the individual player’s averages for the total team average. The team with the lower total team average would receive the handicap points. Example: If the Rooster Bar has a team average of 36 and the Tee Pee #2 team has a team average of 35, the difference is 1 point. The Tee Pee #2 team would receive 1 point per round, for a total of 3 handicap points per match for a 15 game format.
2. Handicap points are awarded to the team’s points, not the individual players scores.  
\*\*SUBS: When new players play, their first 2 weeks are shot as scratch (no handicap used). When shooting against a player with no average, you eliminate the highest average on the opposing team to keep things balanced. If both teams have a new player, it balances itself out. If one team has two new subs and the other team has all their averages, then you remove the two highest averages.

3. In a handicapped league, it is the player's responsibility to make sure his/her average is accurate. If because of a data entry error or incorrect average is listed and used, when/if caught the scores/handicap points will be adjusted regardless of match outcome. The match will not be replayed!
4. If your team wins twice in a 5 year span in a handicapped league, your team is no longer eligible to play in a handicap league. You must move up to the next level of play (if there is an available league).

**P. Determination of League Champion**

1. First criteria: The team with the highest winning percentage will be the league champion.
2. Second criteria: In the event that two or more teams have the same winning percentage, the team with the highest number of points will be the league champion.
3. Third criteria: Head to head competition.
4. If teams are still tied for 1<sup>st</sup> place then a shootout will be played. Arrangements will be made by the League Director or the League President.

**Q. Penalty for Withdrawing from the League**

1. Teams who either quit or are expelled from the league shall forfeit all prize money that they have contributed to the cash prize fund.
2. The forfeited prize money shall be equally divided between the remaining teams in the league.
3. If a team withdraws before they have contributed enough kitty money to cover the suggested cash prize list, the list shall be adjusted down by the league Secretary to compensate for the lack of funds.
4. Teams scheduled to play a team that drops receive a forfeit win and are required to pay the normal weekly kitty money.
5. If it is practical and possible, the League Secretary will write a new schedule when a team withdraws from the league to avoid forfeits and/or multiple bye weeks on the schedule.

**R. Unsportsmanlike Conduct in "League Play and Tournament Play"**

Stansfield Vending Leagues reserves the right to control poor sportsmanship, bad actions, or any cheating or violation of the league and/or tournament rules of any kind; 10 minutes before a match begins, during a match and 10 minutes after a match ends. The League Director/Tournament Director has the right and obligation to ensure that sportsmanlike conduct is exhibited at all times. Unsportsmanlike Conduct is any behavior that is deemed to be disruptive, embarrassing, or detrimental to other players, tournament officials, hosts, other persons present at the tournament, or the sport in general. Any person engaging in any behavior judged as Unsportsmanlike Conduct may face penalties, with or without warning, up to and including criminal charges and/or disqualification from tournament play or league play and/or permanent disqualification from any future tournament play or league play. In the event that you need to report an incident, the following is the procedure for doing so. A written explanation signed by your entire team along with a \$25.00 deposit must be turned into the League Department. Punishments may include but are not limited to: 1) Written Warning; 2) 3-Match Suspension; 3) 1-Calendar Year Ban from all league play and tournaments. It is much easier for the captains to work things out in a reasonable and agreeable manner than to make the President or League Director make a ruling that could affect one individual or one team drastically. We want everyone to have fun in our leagues and tournaments while encouraging sportsmanship and friendly competition.

**S. Coaching**

1. Coaching by spectators is a foul and may be called if it is verifiable and obvious.
2. Because coaching has the potential to become the source of a dispute, all members of both teams must make every effort not to even give a hint of coaching or any kind of behavior that could give the slightest impression of coaching.
3. "Verifiable" means coaching that would be confirmed by a neutral party.
4. At no time should a player walk around the table while their opponent is shooting, unless they are asked to watch a close hit. Telling a player what to do at your table or at the bar is still coaching even if you're not at the pool table.

**T. Potential Fouling Situation**

1. When it appears that there is a possibility that a foul might be committed anytime before the shot is taken, it is the opponent's responsibility to call for a person to watch the shot. Because referees are not used in league play, every attempt should be made to get a neutral party to make the call. It is the person's responsibility to call either a foul or good hit. However, if the respective person is not instructed specifically of what he/she is to call before the shot is taken and the person calls a foul, the foul call still stands.

2. Both players must exercise good judgment and sportsmanship concerning potential fouling situations. Pool is intended to be a game of honor. Unless the shot is extremely close, referees or neutral parties should not be called.
3. If the opponent calls for a judge, the shooter must stop shooting until a judge arrives. If a player continues to keep shooting before a judge arrives, opponent may call a foul on the player.
4. A player shall also stop shooting when a foul is called.

**U. Number of Tables used for the Match**

1. 12, 15, & 16 game format matches should only be played on one table. If the match is running inordinately behind, meaning it is past 9:30 P.M. and your team is not in the third round yet, the games should be played on two tables.
2. In five-player 20 game format leagues, matches may be played on two tables until the 4<sup>th</sup> round if ok with owner but not mandatory!
3. In five-player 25 game format leagues, matches must be played on two tables whenever available, but is not mandatory.
4. Double headers may be played on two tables.

**V. Playing Games Out of Order**

Sometimes, under extenuating circumstances, players may be asked to play all games consecutively. Although permissible, this practice should be limited to emergencies only.

**W. 8-Ball Run Out – “ERO”**

1. EIGHT BALL RUN OUT – The only time a player may achieve an ERO is in his/her first approach with all 15 balls on the table. If the breaker runs out and wins the game from the break, it's an ERO. If the breaker does NOT make any balls, his opponent will have a shot at an ERO. He must pocket his/her 7 object balls and the 8-ball without a miss.
2. ERO's should be recorded on the bottom of the score sheet.
3. One pin per league season is awarded the first time a player achieves an “ERO”. Please fill out the pink ERO sheet in your folder and include it with your score sheet if you wish to request your pin.

**X. Cue Specifications**

1. Width of tip: not to exceed 15 mm
2. Length of cue: 40 inches minimum