

VNEA Charter # 1024 League Rules

- 1) The league features a 5 player team, round-robin match system (everyone plays everyone once).
- 2) Sponsorship fees are \$75 for the first team, \$55 for the second team, and \$35 for each team thereafter. Any bar that sponsors 2 teams is guaranteed a game at their bar every week, including position rounds. In position rounds, 1st place plays 2nd. The even ranked teams play at the bar of the odd ranked teams unless a) two matches are scheduled at a bar with less than 4 tables. b) a 2 team bar would not have a home match.
- 3) **Sanction and Match Fees**: The sanction fee is \$15 and is good from June thru May of the following year. New players must pay the sanction fee and match fee on the first night of play. Match fees are \$5 per player per match night. Match fees are due even if a player is missing.
- 4) **Pool Tables**: Any bar participating in the VNEA league must have 2 pool tables (minimum), and they must be operator-owned and maintained to VNEA standards.
- 5) **Start Time**: All matches should start by 7:30 P.M. and must start by 8:00 P.M.
- 6) **Handicap**: A player's average will be established after their first night of play. The team average is the sum of all 5 players averages. The difference between team averages becomes the per-round handicap. The maximum handicap allowed is 15 balls.
- 7) **The First Night**: There is no handicap (scratch) used for scoring on the first night. Any new player who plays after the first league night will establish his/her handicap at that time.
- 8) **New Players**: No new players needing to establish handicap are allowed the last 25% of the season. Teams may use someone with an established average from their own division who has not played 4 consecutive nights on the same team, a >Known Player=, or another sanctioned player from another division provided that they play as a Known Player with an average of at least 8 or 9.
- 9) **Known Players**: Any player known by the board of directors or the rules committee members as being a long term league member with an average of 8 or 9 must play with their known average if they are substituting for another team or division. This only applies to a player's 1st night of substitution and use of this rule lies solely in the discretion of the board of directors and rules committee.
- 10) **Substituting for 2 or More Teams**: If a player is sanctioned, they may play for any team, but if they play 4 consecutive nights on the same team, they are no longer considered a sub. The player is considered a regular player on that team, and may no longer play for any other team in that division without prior permission from the board of directors.
- 11) **Missing Players**: For the purpose of calculating team averages, a team must enter the name and average of the missing player who has played the most games up to that point in the season.
- 12) **Matches Played Out Of Turn**: When games are played out of order, the following shall apply. 1) If the error is discovered while the game is in progress and both players agree to continue, the score will stand and be put into the correct round on the score sheet. 2) If the error is not discovered until after the game but the correct player broke the rack to begin the game, then the score will stand and be put into the correct round. 3) If the error is not discovered until after the game and the wrong player broke the rack, then **either** player may ask that the game be replayed.
- 13) **8-Ball Breaks**: A game cannot be won or lost with an 8-ball break. The breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player may spot the 8-ball and shoot from the kitchen or ask for a rerack and assume the break. See Rule B7 option #2.
- 14) **Identification**: The captain from either team may ask to see a player's identification at anytime.
- 15) **ERO=s**: Any player who runs out the rack to win the game on their first approach to the table, regardless of how many balls are on the table, will receive credit for an ERO.
- 16) **Coaching**: Coaching is a foul. VNEA officials remind us that any communication between a teammate and a player can be considered coaching, because it is not always possible to hear what is being said. However, in the interest of good fun and sportsmanship, captains are encouraged to ignore conversations that are clearly not intended to direct a player's actions. Players are encouraged to ask both captains about rules questions. Also, teammates are encouraged not to talk to shooting players.
- 17) **Player Suspensions**: Competing with good sportsmanship, learning the rules, and contributing to an enjoyable atmosphere for each host bar are essential. Complaints made concerning player conduct will be reviewed by the board of directors. Players found to have exhibited inappropriate conduct will be penalized in one of 3 ways. 1) a warning and probation 2) a suspension 3) removal from the league.

VNEA Charter # 1024 Rematch Rules

- 1) **Play Matches:** Matches should always be played if at least 3 members of a team are able to attend.
- 2) **Rematches:** Rematches should be discussed between captains. Then the league secretary should be notified of the rematch details within 1 week.
- 3) **Emergency Situations:** Providing a team has contacted either their opposing captain as soon as possible, a rules committee member or the league secretary prior to 6 P.M., a rematch should be arranged at the convenience of the other team.
- 4) **Home Advantage:** Rematches are to be played at the location whose team was available to play.
- 5) **Double Header:** If a double header is played, it will be played in accordance with Rule #4.
- 6) **Time Limit:** There is a 3 week time limit on rematches unless administrative approval is given and all rematches must be played by the next to last division night of play.
- 7) **Requests:** The league will grant a maximum of 2 requests for rematches. Any other un-played matches will be forfeited unless given express permission by the board of directors.
- 8) **Un-played Matches:** After a team has 3 un-played matches, the board of directors will take action on whether they can continue or whether they must forfeit all fees paid and be removed from the league. If a team does not play for 2 consecutive weeks and does not contact either the league secretary, the board of directors or the rules committee, they will automatically be removed from the league and forfeit all fees.
- 9) During the first 25% of the season, the board of directors has the discretion to apply the above rules as appropriate and may require unplayed matches to be made up in the interest of fairness to all teams.

Playing Teams With Missing Players

- 1) The following rules apply when playing against a team missing 1 or 2 players.
- 2) **Handicap:** A player's average will be established after their first night of play. The team average is the sum of all 5 players' averages. The difference between team averages becomes the per-round handicap. The maximum handicap allowed is 15 balls.
- 3) **The First Night:** There is no handicap (scratch) used for scoring on the first night. Any new player who plays after the first league night will establish his/her handicap at that time.
- 4) **Missing Players On The First Night:** On the first night of play, and scratch scores are used, handicap for the following week will be established based on the number of games played. (5 games is no longer necessary). Since no handicap is available, each game played against the missing player will receive a score of 5 points.
- 5) **Missing Player For First Two Weeks:** If on the second week there are again only 4 players, no name will be entered for the missing player. The average for the missing player will be calculated by using the group average, minus three. Example: If all players have an 8 handicap, the missing person would be 8 minus 3. The opposing team gets their average and the missing person gets 0 points.
- 6) **Missing Players After The First Night:** When a team is only playing with 3 or 4 players, (fewer than 3 players must forfeit or reschedule, see rematch rules) the missing player's average should be their average minus 3 (for the purpose of calculating team averages). A score of zero is applied for his/her game. The opposing player receives their average as the score of that game. If a player shows up late, they must forfeit any games from completed rounds. (e.g. if a player arrives in the middle of the third round, they may play their last 3 games but forfeit the first 2). The late player's average is used to calculate the handicap. The winner of a forfeited game receives their average and not an automatic 10.
- 7) **Missing Players:** For the purpose of calculating team averages, a team must enter the name and average of the missing player who has played the most games up to that point in the season.
- 8) **Substitutes Against Missing Players:** When a substitute player is establishing handicap against a team missing 1 or 2 players, their average will be based only on the games played. (Points divided by games). For the 1 or 2 games that the substitute has no opponent, their average will be used for the forfeited game just the same as it is for the regular team members that have established averages.