

# CLEAR LAKE



The goal of this league is to have fun, become a better player, and hang out with some really nice people. We want everyone to be competitive but the most important thing is to enjoy yourself. If your only goal is to win, this league is **Not** for you.

## RULES

1. We will play by the Billiard Congress of America (BCA) rules.
2. A one-hour warm up time will be granted to all league members prior to league play. Warm down period will be granted until 11pm. After 11pm all league members will be billed their respective rates.
3. Legends Billiards will not collect or be given any portion of the team dues. The League will manage all monies. The fee will be **\$36 per team** each week. Of that \$36, \$9 will go to league operation and the balance of \$27 will go into an account for that team.

**If a team fails to have the \$36 dues that team will not be given a score sheet and will have to forfeit that night. If a team forfeits two times they will be dropped from the league and loose all money paid in. The team Captain will be responsible for dues.**

At the end of league, the cost for trophies and end of league party will be deducted from the team account and the balance will go back to the team.

4. Good sportsmanship at all times. Unsportsmanlike conduct will result in removal from the league. Definition: Throwing anything, shouting, cursing, shoving, and being disrespectful to fellow players, wait staff, or other unaccepted behaviors.
5. Profanity is not allowed. However if you absolutely must vent frustration locate the league president or anyone in the house whom will offer you some different adjectives.
6. All matches should start with a hand shake.
7. Teams can have a substitute four times per player for the session. After four absences or if a sub is not available the absent player will be shot blind. This means the player's average minus 2 will be used as their score across the score sheet and they will loose all 6 games. However their true average will be used for the team average.

**A team can have up to 5 players on the team roster but these players cannot substitute for any other team.**

## REMEMBER RULE 18 CONCERNING TROPHIES

8. If a player has an extended medical, family emergency, or work related, we will make concessions to have a sub during the player's absence. This has happened in the past.
9. No substitutes on position round night unless agreed to by both teams.

10. Teams will have a 15 minute grace after start time. If that team is not ready their opponents have the option to take a forfeit, agree to wait a little longer (absolute max is 30 min), or reschedule. A Reschedule must be before the next league night.

11. Coaching will be allowed under the following guide lines:

A- Player must signify a time out and ask a member of their team for advice.

B- Only one person to coach **NO SPECTATOR COACHING.**

C- Only 3 time outs per game can be called.

D- Max of one minute per coaching time.

E- No marking on table.

F- After receiving coaching the coach will back away from table.

Failure to adhere to the coaching rules will give opponent right to call a foul and receive ball in hand.

12. Score Keeping: A win is counted as 10, looser counts the balls they pocketed.

13. **AVERAGES: Your average will be used from the previous session.** If a player has no average, it will be calculated after two weeks of play. The two weeks prior to establishing an average the men will use 8 and women 7 as their averages. Weekly averages are calculated by the total number of points divided by the total number of games played.

14. Handicaps: The total average of each team member is added. The team with the lower average is subtracted from the higher average and that is the Handicap.

15. **TIE BREAKER:** When there is a tie, rounds and games wins are the same there will be SHOOT OUT. The Cue Ball will be placed in the center of the head string and the 8 ball placed on the spot. Each team member will attempt to make the 8 ball in a **called** pocket. Home team will take the first shot. The **FIRST** player to make the 8 ball will win the tied round for his/her team.

16. Once the match starts players are not permitted to practice on another table. If the player insists on practicing he will have to forfeit his/her match.

17. Final rule on a dispute will be decided by the league President Mac Vereen, Secretary Pat Vereen, and Vice President Jessie Martinez.

18. **TROPHIES:** For individual trophies a player must have completed 80% of the matches.

For team trophies the team as a whole must have completed 80% of the matches.

Example: 10 week league (10 weeks times three players= 30) 30 times 80%=24 matches all members of the team must be present.

I have read and understand the above:

Name: \_\_\_\_\_

Date: \_\_\_\_\_