

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 or individual player drops from the league during the league session all moneys will be forfeited. The team Captain is 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 handshake.
7. **SUBS**---Men SUBS will be 9 and women SUBS will be 8. **Two** subs are not allowed. If that case should arise the teams can do a makeup game. The makeup game has to be played before the next league night. Or score one of the players using a blind average. This means the player's average minus 2 will be used as their score across the score sheet and they will lose 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.

8. **No** substitutes on position round night **unless** agreed to by both teams.
9. 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.

10. 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 is allowed to coach, **NO SPECTATOR COACHING.**
 - C- Only 3 time outs per game can be called.
 - D- Coaching time is not to exceed **ONE** minute.
 - E- No one is allowed to mark 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.

11. Score Keeping: A win is counted as 10, looser counts the balls they pocketed.
12. **AVERAGES: Returning players will used their average from the previous session, for the first 4 weeks.** New players will use 8 for Men and 7 for Women for the first TWO weeks. After TWO weeks their average will be established. Averages are calculated by the total number of points divided by the total number of games played.
13. 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. **HOWEVER,** The maximum handicap will be 7 per round, which equals to 42 total points.
14. 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.
15. 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.
16. Final rule on a dispute will be decided by the league President Mac Vereen, Secretary Pat Vereen, and Vice President Jessie Martinez.
17. TROPHIES: **Top Male and Female cannot miss more than 3 matches.**
Most Improved Male and Female cannot miss more than 3 matches.
Most B&R'S and 6&0's cannot miss more than 4 matches
For team trophies the team as a whole must have completed 80% of the matches.
Example: 20 week league (20 weeks times three players= 60) 80% Of 60 = 48
matches all members of the team must be present.
(When there is a tie Player/Team with most points wins)
- ** DUES MUST BE PAID IN FULL TO RECEIVE A TROPHY****