

DIAMOND 8 BALL LEAGUE

BY-LAWS

1/1/2015

1. LEAGUE FEES: The weekly fee is \$50.00 per team. \$40 of it is set aside for the prize fund, \$10 goes for table time. Since league players are given approximately 4 hours of pool on every league night, (a \$16.00 value/person) no refunds will be considered.

2. TEAM ROSTERS: Each team may have up to 8 players on their roster. Our league format allows for a minimum of 5 to play without forfeit penalty. A maximum of 8 can play on any given night.

3. START TIME: Match play begins at 7:30 p.m. A 15 minute grace period will be allowed without penalty to the late team. If the late team shows up after the grace period, they lose 1 game for each 5 minute increment. If a team is short players, the match can be started with the players who are present. At least 3 players must be present to start. When it comes time for one of the late players to play he has 5 minutes from the completion of the preceding game to show up. If he does not show up he forfeits that game and the next players begin their match. This continues through out the match. Teams do have the option to waive these rules if both teams agree. If one team does not agree then these rules automatically apply. Match play should be continuous.

4. HANDICAPS: Handicaps of all players are initially determined by the league operator. He will use existing league handicaps as a starting point. If you have no existing league handicap ladies will begin as 3's and guys begin as 4's. The league operator will watch you play and compare your skills to other "known" league players. These "known" league players are what we call our "benchmark" players, players that we know who they are, how they play, and how they should be handicapped. Based on his judgement, the league operator will assess a handicap by deciding where you fit on the bench mark list.

He will do this by comparing your skills with the known players and he will place you in a handicap group which contains players that he believes play closest to your ability. The members of this group will all play about the same.

No male shooter is allowed to fall below a 3.

The league operator retains the authority to change anyones handicap at any time to counter obvious mistakes and other unethical moves. The question of 'when' a player should be raised or lowered is often asked. This league will make those changes immediately upon the league operator deciding the player needs changed. To wait until next session is considered unethical. If the league operator feels a change must be made, it must be made immediately.

Your team handicap is the sum of your 5 player's handicaps. The match handicap is determined by subtracting the 2 team handicaps.

Handicaps are in thirteen categories

2.0	Beginner
2.5	Intermediate Beginner
3.0	Advanced Beginner
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4.0	C player
4.5	C+ player
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5. SCORING: Each match begins with the home team deciding which 5 players they will play in the first round. They "order" their players one through five. They then tell the visiting team their order and the visiting team "matches up". This system is alternated with the home team offering their players in the first and third rounds and the visiting team offering their players in the second and fourth rounds. The fifth round is done blind. Play starts after the handicaps are figured. The teams begin play on two tables. Each game starts with a "lag" for the break. The winner of the lag is the ball closest to the head rail. If a side rail is struck or if you scratch while lagging, you lose the lag. If both players agree, they may flip a coin instead of lag.

HANDICAP CHART

Subtract your team handicaps to determine the Team Handicap Difference then refer to the chart for the Match Handicap

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Each team is trying to win rounds plus the overall win count. A round consists of 5 games of 8 Ball. There are 5 rounds to a match. The team that wins 3 or more games in each, including their HCP WINS if receiving them, wins that round. You repeat the process for all 5 rounds. After each round, circle the "W" at the bottom of the round. After all rounds are finished, the match score will be 6-0, 5-1, 4-2 or 3-3. 1 point for each round you win plus 1 point for the overall win total.

6. TEAMS: All teams must field 5 to 8 players.

7. SAFETY PLAY: Safety's are extremely important when playing good pool. Trying to better your position by placing the cue ball to your advantage, after having missed a shot, is good strategy. We encourage safety play. However, a few rules apply. If you legally pocket a ball while playing safe, (a legal hit and the correct pocket) it is still your shot. The ball stays down and you continue shooting. However, if you play safe and the ball goes, but in the wrong pocket, it is a safety and the ball spots.

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9. ROSTER CHANGES: Rosters are frozen after the 6th week. Additions to the rosters after they are frozen can only be made with the permission of the league operator. The only time additions will be granted is when they are necessary to save the life of the team. No additions will be allowed simply for a team to become more competitive. If granted permission to add players, the league operator must approve the new players. Scrutiny will be given to the handicaps of each new player and the overall team handicap. The new team handicap can not exceed the old team handicap without an adjustment of an additional 1 point per round per additional handicap point.

10. PLAYOFF ROSTERS: You must play 15 games for each team to be eligible for the playoffs for each team. Players are allowed to play on multiple teams in the playoffs. Players with less weeks may be allowed to qualify but only after receiving permission from the league operator. The purpose of this is to allow players, added to a team late in the session to save the team's life, to play in the playoffs.

11. FORFEITURES: In the event that a team does not show up for league play, the present team wins the match and receives points according to their average winning percentage against the forfeiting team, with a minimum score of 4-2. For instance, if Team A has a 75% winning percentage against Team B and Team B forfeits, they will be given a 5 - 1 score for the night (75% of the 6 points available is 4.5 and it rounds up to 5). They must pay their league fees to get the points. The forfeiting team will receive the opposite score and have their league fee subtracted from their winnings at the end of the session. The present team is allowed to practice for free on two tables. If a team has a 25% winning percentage against the forfeiting team they would receive a 4-2 win because the minimum score for the present team is 4-2. If the two teams have not yet played this session the minimum score would apply.

12. SPORTSMANSHIP: Good behavior is expected and demanded from each player in the league. The league operator has the right to bar anyone or any team from the league at any time for unsportsmanlike behavior. No refunds will be made if barred for this reason. It is the league operators discretion as to what is acceptable behavior. Poor attitudes, unruly behavior, handicap manipulation, and standings manipulation, are some examples of unsportsmanlike behavior, however, this list is not considered all-inclusive.

13. DROP-OUT TEAMS: Teams which drop out of the league during the season cause scheduling problems. If your team is scheduled to play a team which has dropped out you will receive a forfeit win if you pay your league fees. The schedule will not be redone for the remaining teams. You will continue on and every time you are scheduled to play that team you get a forfeit win if you pay your league fees. No byes will be added to the schedule.

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15. STANDINGS: Division standings are decided by winning percentage.

16. TIE BREAKERS: If a round is tied, or if the overall score is tied, each team puts up their highest matching handicap players and 1 game is played to settle the score. Add 1 point to the winning players score for the round in question. If handicaps cannot be matched perfectly, then you match up the two highest, closest handicaps. If the match is tied 3-3 in a playof f situation, a full round is played to settle the match.

17. PLAYING ON MULTIPLE TEAMS: Players are allowed to play on multiple teams as long as they are in dif ferent divisions. Teams can enter identical rosters on dif ferent nights and play twice (or more) a week. They have to pay the full rate for both teams if they so choose. If they play each other in the playof fs, one team wins and the other loses. Since the rosters are identical, it doesn't matter which wins and which loses. If there are teams with identical players (but not the rosters are not completely identical), and they play each other in the playoffs, the identical players sit out and the match is decided by the remaining players. There must be 4 "remaining" play-
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11. FORFEITURES: In the event that a team does not show up for league play, the present team wins the match and receives points according to their average winning percentage against the forfeiting team, with a minimum score of 4-2. For instance, if Team A has a 75% winning percentage against Team B and Team B forfeits, they will be given a 5 - 1 score for the night (75% of the 6 points available is 4.5 and it rounds up to 5). They must pay their league fees to get the points. The forfeiting team will receive the opposite score and have their league fee subtracted from their winnings at the end of the session. The present team is allowed to practice for free on two tables. If a team has a 25% winning percentage against the forfeiting team they would receive a 4-2 win because the minimum score for the present team is 4-2. If the two teams have not yet played this session the minimum score would apply.

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ers on each team to play the match. The identical players then join the winning team and continue on in the playoffs.

DIAMOND 8 BALL LEAGUE

BY-LAWS

1/1/2015

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