

MOSCONI LEAGUE

BY-LAWS

Revised 5/24/16

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. A \$15 membership fee is required from each player each session.

2. TEAM ROSTERS: Each team may have up to 10 players on their roster. Our league format allows for a minimum of 5 to play without forfeit penalty. A maximum of 10 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 match 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 match to show up. If he does not show up he forfeits that match 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.

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5. SCORING: There are 5 lineup slots on the scoresheet for each team. Each match begins with the teams deciding which 5 players they will put in their lineup slots. Each slot indicates a position in the Match Score Sheet. These positions determine which players play, who they play, and whether the match is a singles or Scotch Doubles match.

MATCH SCORING

Home Team Lineup		H1	H2	v	V1	V2	
H1	_____	1		W	W		
H2	_____		H3	v	V3		
H3	_____	2		W	W		
H4	_____		H4	H5	v	V4	V5
H5	_____	3		W	W		
Visiting Team Lineup			H1	v	V1		
V1	_____	4		W	W		
V2	_____		H2	H3	v	V2	V3
V3	_____	5		W	W		
V4	_____		H4	v	V4		
V5	_____	6		W	W		
			H5	H1	v	V5	V1
		7		W	W		
			H2	v	V2		
		8		W	W		
			H3	H4	v	V3	V4
		9		W	W		
			H5	v	V5		
		10		W	W		
			FINAL			SCORE	

Everywhere you see H1 on the Match Scoring Sheet....the player in the H1 Lineup Slot plays that match. Everywhere you see V1 on the Match Scoring Sheet....the player in the V1 Lineup Slot plays that match. There are 10 matches on the Match Scoring Sheet. 5 Singles matches and 5 Scotch Doubles matches.

Play begins on 3 tables with Home Team players H1 and H2 playing a Scotch Doubles race against V isiting Team players V1 and V2, Home Team player H3 playing a Singles race against V isiting Team play V3, and Home Team players H4 and H5 playing a Scotch Doubles race against V isiting Team players V4 and V5.

As each race is finished you continue through the chart until all 10 races are played. Completed matches are scored 10-0, 9-1, 8-2, 7-3, 6-4, or 5-5....based on the number of matches won by each team. When a match is won the W on their side of the scoresheet is circled.

SUBSTITUTIONS: Substitutions are allowed after the first round of play. Substitutions are indicated in the Lineup Section of the scoresheet and the substitute takes that position (H1, H2, H3, H4, H5...or ... V1, V2, V3 etc) in the Match Scoring Sheet for the remainder of the match....oruntil he/she is substituted for. Starters must remain in their lineup spot throughout the match. Substitutes can substitute for different lineup slots, however, no player may play more than 1 Singles match and 2 Doubles matches in any given night.

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Always round down to the nearest half or whole number unless **BOTH** players are 6.5 or higher, then round up. **SECOND, IF** there is a 3.5 or lower involved, drop down a box in the chart **FOR EACH 3.5 OR LOWER. EXAMPLE:** If one team is a 5 and a 6 (their average is 5.5) and the other team is made up of a 5 and a 3.5, their average is 4.25. It rounds **DOWN** to 4. Go to the chart and find 5.5 at the top.....go down to 4 and you'll see the HCP shows it to be the 7Ball.

HOWEVER, since a 3.5 or lower is involved you drop down one more box and the HCP becomes the **6Ball. IF** there were **TWO** 3.5's involved you would drop down **ANOTHER** box and the HCP would be **G7** (a game on the wire plus the 7Ball)

	8	7.5	7	6.5	6	5.5	5	4.5	4	3.5	3	2.5
7.5	G											
7	G8	G										
6.5	G7	7	G									
6	2G8	G7	8	G								
5.5	2G7	G6	G7	G8	G							
5	3G	2G8	G6	G7	8	G						
4.5	3G8	2G7	2G8	G6	7	8	G					
4	3G7	2G6	2G7	2G8	6	7	8	L2				
3.5	3G6	2G5	2G6	2G7	G7	6	7	8	L2			
3	3G5	3G5	2G5	2G6	G6	G7	6	7	8	L2		
2.5	3G375	4G5	3G5	2G5	2G6	2G7	2G6	1G6	7	8	L2	
2	4G357	3G357	4G5	3G5	2G5	2G6	2G5	1G5	6	7	8	L2

Race: 6 6 6 6 5 5 5 4 4 4 3 3

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13. STANDINGS: Division standings are decided by winning percentage. This becomes very important when teams play uneven number of matches due to drop outs.
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		1		W	W		
		2	H3			V3	
		3	H4	H5		V4	V5
		4	H1			V1	
		5	H2	H3		V2	V3
		6	H4			V4	
		7	H5	H1		V5	V1
		8				V2	
		9	H3	H4		V3	V4
		10	H5			V5	
		FINAL				SCORE	

H1	
H2	
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H3	_____	3	H4	H5	W	W
H4	_____	4	H1	W	W	V1
H5	_____	5	H2	H3	W	W
Visiting Team Lineup		6	H4	W	W	V4
V1	_____	7	H5	H1	W	W
V2	_____	8	H2	W	W	V2
V3	_____	9	H3	H4	W	W
V4	_____	10	H5	W	W	H5
V5	_____	FINAL				SCORE

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HOWEVER, since a 3.5 or lower is involved you drop down one more box and the HCP becomes the **6Ball. IF** there were **TWO** 3.5's involved you would drop down **ANOTHER** box and the HCP would be **G7** (a game on the wire plus the 7Ball)

	8	7.5	7	6.5	6	5.5	5	4.5	4	3.5	3	2.5
7.5	G											
7	G8	G										
6.5	G7	7	G									
6	2G8	G7	8	G								
5.5	2G7	G6	G7	G8	G							
5	3G	2G8	G6	G7	8	G						
4.5	3G8	2G7	2G8	G6	7	8	G					
4	3G7	2G6	2G7	2G8	6	7	8	L2				
3.5	3G6	2G5	2G6	2G7	G7	6	7	8	L2			
3	3G5	3G5	2G5	2G6	G6	G7	6	7	8	L2		
2.5	3G375	4G5	3G5	2G5	2G6	2G7	2G6	1G6	7	8	L2	
2	4G357	3G357	4G5	3G5	2G5	2G6	2G5	1G5	6	7	8	L2

Race: 6 6 6 6 5 5 5 4 4 4 3 3

*No Handicap System is perfect. This chart has been created with the input of several players. It has been put to use in many Singles events with good success. If tweaks are needed, the league operator reserves the right to make needed changes at any time.

6. COACHING: Any player may receive 2 coaches per game from any 2 teammates at a time. No spectator coaching is allowed. The opposing player has to acknowledge each coach with his opponent or else it is not considered a coach. A coach ends when the player strikes the cue ball to execute his shot. A two minute coaching time limit can be enforced when there is a pattern of long coaches. During the playoffs the league operator can use a 2 minute coach clock on all coaches. The following statements made from a teammate are not considered coaches: "You have ball in hand", "the score of the match is...".

7. ROSTER CHANGES: Additions to the rosters can be made at any time without the permission of the league operator. Keep in mind that players must have played 10 matches/races to qualify for the playoffs. The only time exceptions 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 after week 8. If granted permission, after week 8, 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 permission from the league operator

8. PLAYOFF ROSTERS: Each player must play 10 matches/races to be eligible for the playoffs. Players are allowed to play on multiple nights, which puts them on multiple rosters. They must play at least 10 matches/races on one team and 6 on the other team to be eligible for the playoffs. Players with less matches/races played 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 teams life, to play in the playoffs.

9. 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 6-4. For instance, if Team A has a 75% winning percentage against Team B and Team B forfeits, they will be given a 7-3 score for the night (75% of the 10 points available is 7.5 and it rounds down to 7). 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 6-4 win because the minimum score for the present team is 6-4. If the two teams have not yet played this session the minimum score would apply.

10. 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.

11. 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.

12. PLAYOFF QUALIFICATION: All teams that play in our league qualify for the playoffs. Dates are posted on your Team Envelope. To be eligible for the playoffs all fees and dues must be current. AND.....You must have 5 players to play in the playoffs. No teams with less than 5 players will be allowed in the playoffs.
13. STANDINGS: Division standings are decided by winning percentage. This becomes very important when teams play uneven number of matches due to drop outs.
14. TIE BREAKERS: A match can end up tied 5-5 during regular weekly play. However, in a playoff situation, the match must be decided. Therefore, we will decide tied matches by having the highest matching, or highest closest matching, handicapped players playing a race.
15. PLAYING ON MULTIPLE TEAMS: Players are allowed to play on multiple teams as long as they are in different divisions. If there are teams with identical players (but 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. Teams should try to have 5 "remaining" players on their roster. If there is only 4, one of the remaining players on each team plays in two lineup slots. Two highest matching or highest closest matching players are the two players selected for this double duty. This is the only time a player can play more than 1 Singles Match and 2 Doubles Matches. The players 'second lineup slot' must be one which prohibits him from having himself as a partner.
16. DIVISION HANDICAP LIMITS: The league operator reserves the right to limit Team Handicaps for any given division. Currently, the Thursday Night Division has a 25 point Team Handicap Limit.

MOSCONI LEAGUE

BY-LAWS

Revised 5/24/16

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. A \$15 membership fee is required from each player each session.

2. TEAM ROSTERS: Each team may have up to 10 players on their roster. Our league format allows for a minimum of 5 to play without forfeit penalty. A maximum of 10 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 match 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 match to show up. If he does not show up he forfeits that match 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 benchmark 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. Team Handicaps are capped at 32 points.

5. SCORING: There are 5 lineup slots on the scoresheet for each team. Each match begins with the teams deciding which 5 players they will put in their lineup slots. Each slot indicates a position in the Match Score Sheet. These positions determine which players play, who they play, and whether the match is a singles or Scotch Doubles match.

MATCH SCORING

Home Team Lineup		H1	H2	v	V1	V2	
H1	_____	1		W	W		
H2	_____		H3	v	V3		
H3	_____	2		W	W		
H4	_____		H4	H5	v	V4	V5
H5	_____	3		W	W		
Visiting Team Lineup			H1	v	V1		
V1	_____	4		W	W		
V2	_____		H2	H3	v	V2	V3
V3	_____	5		W	W		
V4	_____		H4	v	V4		
V5	_____	6		W	W		
			H5	H1	v	V5	V1
		7		W	W		
			H2	v	V2		
		8		W	W		
			H3	H4	v	V3	V4
		9		W	W		
			H5	v	V5		
		10		W	W		
			FINAL			SCORE	

Everywhere you see H1 on the Match Scoring Sheet....the player in the H1 Lineup Slot plays that match. Everywhere you see V1 on the Match Scoring Sheet....the player in the V1 Lineup Slot plays that match. There are 10 matches on the Match Scoring Sheet. 5 Singles matches and 5 Scotch Doubles matches.

Play begins on 3 tables with Home Team players H1 and H2 playing a Scotch Doubles race against V isiting Team players V1 and V2, Home Team player H3 playing a Singles race against V isiting Team play V3, and Home Team players H4 and H5 playing a Scotch Doubles race against V isiting Team players V4 and V5.

As each race is finished you continue through the chart until all 10 races are played. Completed matches are scored 10-0, 9-1, 8-2, 7-3, 6-4, or 5-5....based on the number of matches won by each team. When a match is won the W on their side of the scoresheet is circled.

SUBSTITUTIONS: Substitutions are allowed after the first round of play. Substitutions are indicated in the Lineup Section of the scoresheet and the substitute takes that position (H1, H2, H3, H4, H5...or ... V1, V2, V3 etc) in the Match Scoring Sheet for the remainder of the match....oruntil he/she is substituted for. Starters must remain in their lineup spot throughout the match. Substitutes can substitute for different lineup slots, however, no player may play more than 1 Singles match and 2 Doubles matches in any given night.

NO PLAYER MAY PLAY MORE THAN 1 SINGLES MATCH AND 2 DOUBLES ON ANY GIVEN NIGHT. (An exception may be given by the league operator but only in an emergency situation to save the life of the team)

Races are Handicapped by using this chart*:

Singles Matches: Just follow the chart to see the weight given and the length of the race.

Scotch Doubles Matches: FIRST, average the teammates HCP's. Rounding may be necessary.

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6	2G8	G7	8	G								
5.5	2G7	G6	G7	G8	G							
5	3G	2G8	G6	G7	8	G						
4.5	3G8	2G7	2G8	G6	7	8	G					
4	3G7	2G6	2G7	2G8	6	7	8	L2				
3.5	3G6	2G5	2G6	2G7	G7	6	7	8	L2			
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MATCH SCORING

		H1	H2	v	V1	V2
Home Team						
Lineup						
H1						
H2						
H3						
H4						
H5						
Visiting Team						
Lineup						
V1						
V2						
V3						
V4						
V5						

		H1	H2	v	V1	V2
1						
		H3			V3	
2						
		H4	H5		V4	V5
3						
		H1			V1	
4						
		H2	H3		V2	V3
5						
		H4			V4	
6						
		H5	H1		V5	V1
7						
		H2			V2	V3
8						
		H3	H4		V3	V4
9						
		H5			V5	V1
10						
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
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		H3			V3	V4
		H4			V4	V5
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		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2			V2	V3
		H3			V3	V4
		H4			V4	V5
		H5			V5	V1
		H1			V1	V2
		H2				

Everywhere you see H1 on the Match Scoring Sheet....the player in the H1 Lineup Slot plays that match. Everywhere you see V1 on the Match Scoring Sheet....the player in the V1 Lineup Slot plays that match. There are 10 matches on the Match Scoring Sheet. 5 Singles matches and 5 Scotch Doubles matches.

Play begins on 3 tables with Home Team players H1 and H2 playing a Scotch Doubles race against V isiting Team players V1 and V2, Home Team player H3 playing a Singles race against V isiting Team play V3, and Home Team players H4 and H5 playing a Scotch Doubles race against V isiting Team players V4 and V5.

As each race is finished you continue through the chart until all 10 races are played. Completed matches are scored 10-0, 9-1, 8-2, 7-3, 6-4, or 5-5....based on the number of matches won by each team. When a match is won the W on their side of the scoresheet is circled.

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7.5	G											
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6	2G8	G7	8	G								
5.5	2G7	G6	G7	G8	G							
5	3G	2G8	G6	G7	8	G						
4.5	3G8	2G7	2G8	G6	7	8	G					
4	3G7	2G6	2G7	2G8	6	7	8	L2				
3.5	3G6	2G5	2G6	2G7	G7	6	7	8	L2			
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BY-LAWS

Revised 5/24/16

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2. TEAM ROSTERS: Each team may have up to 10 players on their roster. Our league format allows for a minimum of 5 to play without forfeit penalty. A maximum of 10 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 match 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 match to show up. If he does not show up he forfeits that match 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.

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MATCH SCORING

Home Team Lineup		H1	H2	v	V1	V2
H1	_____	1	H1	H2	W	W
H2	_____	2	H3	H4	W	W
H3	_____	3	H5	v	V4	V5
H4	_____	4	H1	v	V1	V2
H5	_____	5	H2	H3	W	W
Visiting Team Lineup		6	H4	v	V4	V5
V1	_____	7	H5	H1	W	W
V2	_____	8	H2	v	V2	V3
V3	_____	9	H3	H4	W	W
V4	_____	10	H5	v	V5	V1
V5	_____			FINAL		SCORE

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As each race is finished you continue through the chart until all 10 races are played. Completed matches are scored 10-0, 9-1, 8-2, 7-3, 6-4, or 5-5....based on the number of matches won by each team. When a match is won the W on their side of the scoresheet is circled.

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		H1	H2	v	V1	V2
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Lineup						
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H2	_____					
H3	_____					
H4	_____					
H5	_____					
Visiting Team						
Lineup						
V1	_____					
V2	_____					
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V4	_____					
V5	_____					

		H1	H2	v	V1	V2
1						
		H3			V3	
2						
		H4	H5		V4	V5
3						
		H1			V1	
4						
		H2	H3		V2	V3
5						
		H4			V4	
6						
		H5	H1		V5	V1
7						
		H2			V2	
8						
		H3	H4		V3	V4
9						
		H5			V5	
10						
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BY-LAWS

Revised 5/24/16

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Home Team Lineup		H1	H2	v	V1	V2
1				W	W	
		H3		v	V3	
2				W	W	
		H4	H5	v	V4	V5
3				W	W	
		H1		v	V1	
4				W	W	
		H2	H3	v	V2	V3
5				W	W	
		H4		v	V4	
6				W	W	
		H5	H1	v	V5	V1
7				W	W	
		H2		v	V2	
8				W	W	
		H3	H4	v	V3	V4
9				W	W	
		H5		v	V5	
10				W	W	
		FINAL				SCORE

V1	_____
V2	_____
V3	_____
V4	_____
V5	_____

Everywhere you see H1 on the Match Scoring Sheet....the player in the H1 Lineup Slot plays that match. Everywhere you see V1 on the Match Scoring Sheet....the player in the V1 Lineup Slot plays that match. There are 10 matches on the Match Scoring Sheet. 5 Singles matches and 5 Scotch Doubles matches.

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	8	7.5	7	6.5	6	5.5	5	4.5	4	3.5	3	2.5
7.5	G											
7	G8	G										
6.5	G7	7	G									
6	2G8	G7	8	G								
5.5	2G7	G6	G7	G8	G							
5	3G	2G8	G6	G7	8	G						
4.5	3G8	2G7	2G8	G6	7	8	G					
4	3G7	2G6	2G7	2G8	6	7	8	L2				
3.5	3G6	2G5	2G6	2G7	G7	6	7	8	L2			
3	3G5	3G5	2G5	2G6	G6	G7	6	7	8	L2		
2.5	3G375	4G5	3G5	2G5	2G6	2G7	2G6	1G6	7	8	L2	
2	4G357	3G357	4G5	3G5	2G5	2G6	2G5	1G5	6	7	8	L2

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		H1	H2	v	V1	V2
Home Team						
Lineup						
H1						
H2						
H3						
H4						
H5						
Visiting Team						
Lineup						
V1						
V2						
V3						
V4						
V5						

		H1	H2	v	V1	V2
1						
		H3			V3	
2						
		H4	H5		V4	V5
3						
		H1			V1	
4						
		H2	H3		V2	V3
5						
		H4			V4	
6						
		H5	H1		V5	V1
7						
		H2			V2	
8						
		H3	H4		V3	V4
9						
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4				W	W	
		H2	H3	v	V2	V3
5				W	W	
		H4		v		V4
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7				W	W	
		H2		v		V2
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		H3	H4	v	V3	V4
9				W	W	
		H5		v		V5
10				W	W	
		FINAL				SCORE

V1						
V2						
V3						
V4						
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Revised 5/24/16

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2. TEAM ROSTERS: Each team may have up to 10 players on their roster. Our league format allows for a minimum of 5 to play without forfeit penalty. A maximum of 10 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 match 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 match to show up. If he does not show up he forfeits that match 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.

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5. SCORING: There are 5 lineup slots on the scoresheet for each team. Each match begins with the teams deciding which 5 players they will put in their lineup slots. Each slot indicates a position in the Match Score Sheet. These positions determine which players play, who they play, and whether the match is a singles or Scotch Doubles match.

MATCH SCORING

Home Team Lineup		H1	H2	v	V1	V2	
H1	_____	1		W	W		
H2	_____		H3	v	V3		
H3	_____	2		W	W		
H4	_____		H4	H5	v	V4	V5
H5	_____	3		W	W		
Visiting Team Lineup			H1	v	V1		
V1	_____	4		W	W		
V2	_____		H2	H3	v	V2	V3
V3	_____	5		W	W		
V4	_____		H4	v	V4		
V5	_____	6		W	W		
			H5	H1	v	V5	V1
		7		W	W		
			H2	v	V2		
		8		W	W		
			H3	H4	v	V3	V4
		9		W	W		
			H5	v	V5		
		10		W	W		
			FINAL			SCORE	

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BY-LAWS

Revised 5/24/16

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		H1	H2	v	V1	V2
Home Team						
Lineup						
H1	_____					
H2	_____					
H3	_____					
H4	_____					
H5	_____					
Visiting Team						
Lineup						
V1	_____					
V2	_____					
V3	_____					
V4	_____					
V5	_____					

	H1	H2	v	V1	V2
1			W		
	H3		v	V3	
2			W		
	H4	H5	v	V4	V5
3			W		
	H1		v	V1	
4			W		
	H2	H3	v	V2	V3
5			W		
	H4		v	V4	
6			W		
	H5	H1	v	V5	V1
7			W		
	H2		v	V2	
8			W		
	H3	H4	v	V3	V4
9			W		
	H5		v	V5	
10			W		
	FINAL				SCORE

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As each race is finished you continue through the chart until all 10 races are played. Completed matches are scored 10-0, 9-1, 8-2, 7-3, 6-4, or 5-5....based on the number of matches won by each team. When a match is won the W on their side of the scoresheet is circled.

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7.5	G											
7	G8	G										
6.5	G7	7	G									
6	2G8	G7	8	G								
5.5	2G7	G6	G7	G8	G							
5	3G	2G8	G6	G7	8	G						
4.5	3G8	2G7	2G8	G6	7	8	G					
4	3G7	2G6	2G7	2G8	6	7	8	L2				
3.5	3G6	2G5	2G6	2G7	G7	6	7	8	L2			
3	3G5	3G5	2G5	2G6	G6	G7	6	7	8	L2		
2.5	3G375	4G5	3G5	2G5	2G6	2G7	2G6	1G6	7	8	L2	
2	4G357	3G357	4G5	3G5	2G5	2G6	2G5	1G5	6	7	8	L2

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H1	_____	1		W	W		
H2	_____	2	H3	v	V3		
H3	_____	3	H4	H5	v	V4	V5
H4	_____	4	H1	v	V1		
H5	_____	5	H2	H3	v	V2	V3
Visiting Team Lineup		6	H4	v	V4		
V1	_____	7	H5	H1	v	V5	V1
V2	_____	8	H2	v	V2		
V3	_____	9	H3	H4	v	V3	V4
V4	_____	10	H5	v	H5		
V5	_____						
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H5	_____					
Visiting Team						
Lineup						
V1	_____					
V2	_____					
V3	_____					
V4	_____					
V5	_____					

		H1	H2	v	V1	V2
1						
		H3			V3	
2						
		H4	H5		V4	V5
3						
		H1			V1	
4						
		H2	H3		V2	V3
5						
		H4			V4	
6						
		H5	H1		V5	V1
7						
		H2			V2	
8						
		H3	H4		V3	V4
9						
		H5			V5	
10						
		FINAL				SCORE

Everywhere you see H1 on the Match Scoring Sheet....the player in the H1 Lineup Slot plays that match. Everywhere you see V1 on the Match Scoring Sheet....the player in the V1 Lineup Slot plays that match. There are 10 matches on the Match Scoring Sheet. 5 Singles matches and 5 Scotch Doubles matches.

Play begins on 3 tables with Home Team players H1 and H2 playing a Scotch Doubles race against V isiting Team players V1 and V2, Home Team player H3 playing a Singles race against V isiting Team play V3, and Home Team players H4 and H5 playing a Scotch Doubles race against V isiting Team players V4 and V5.

As each race is finished you continue through the chart until all 10 races are played. Completed matches are scored 10-0, 9-1, 8-2, 7-3, 6-4, or 5-5....based on the number of matches won by each team. When a match is won the W on their side of the scoresheet is circled.

SUBSTITUTIONS: Substitutions are allowed after the first round of play. Substitutions are indicated in the Lineup Section of the scoresheet and the substitute takes that position (H1, H2, H3, H4, H5...or ... V1, V2, V3 etc) in the Match Scoring Sheet for the remainder of the match....oruntil he/she is substituted for. Starters must remain in their lineup spot throughout the match. Substitutes can substitute for different lineup slots, however, no player may play more than 1 Singles match and 2 Doubles matches in any given night.

NO PLAYER MAY PLAY MORE THAN 1 SINGLES MATCH AND 2 DOUBLES ON ANY GIVEN NIGHT. (An exception may be given by the league operator but only in an emergency situation to save the life of the team)

Races are Handicapped by using this chart*:

Singles Matches: Just follow the chart to see the weight given and the length of the race.

Scotch Doubles Matches: FIRST, average the teammates HCP's. Rounding may be necessary.

Always round down to the nearest half or whole number unless **BOTH** players are 6.5 or higher, then round up. **SECOND, IF** there is a 3.5 or lower involved, drop down a box in the chart **FOR EACH 3.5 OR LOWER. EXAMPLE:** If one team is a 5 and a 6 (their average is 5.5) and the other team is made up of a 5 and a 3.5, their average is 4.25. It rounds **DOWN** to 4. Go to the chart and find 5.5 at the top.....go down to 4 and you'll see the HCP shows it to be the 7Ball.

HOWEVER, since a 3.5 or lower is involved you drop down one more box and the HCP becomes the **6Ball. IF** there were **TWO** 3.5's involved you would drop down **ANOTHER** box and the HCP would be **G7** (a game on the wire plus the 7Ball)

	8	7.5	7	6.5	6	5.5	5	4.5	4	3.5	3	2.5
7.5	G											
7	G8	G										
6.5	G7	7	G									
6	2G8	G7	8	G								
5.5	2G7	G6	G7	G8	G							
5	3G	2G8	G6	G7	8	G						
4.5	3G8	2G7	2G8	G6	7	8	G					
4	3G7	2G6	2G7	2G8	6	7	8	L2				
3.5	3G6	2G5	2G6	2G7	G7	6	7	8	L2			
3	3G5	3G5	2G5	2G6	G6	G7	6	7	8	L2		
2.5	3G375	4G5	3G5	2G5	2G6	2G7	2G6	1G6	7	8	L2	
2	4G357	3G357	4G5	3G5	2G5	2G6	2G5	1G5	6	7	8	L2

Race: 6 6 6 6 5 5 5 4 4 4 3 3

*No Handicap System is perfect. This chart has been created with the input of several players. It has been put to use in many Singles events with good success. If tweaks are needed, the league operator reserves the right to make needed changes at any time.

6. COACHING: Any player may receive 2 coaches per game from any 2 teammates at a time. No spectator coaching is allowed. The opposing player has to acknowledge each coach with his opponent or else it is not considered a coach. A coach ends when the player strikes the cue ball to execute his shot. A two minute coaching time limit can be enforced when there is a pattern of long coaches. During the playoffs the league operator can use a 2 minute coach clock on all coaches. The following statements made from a teammate are not considered coaches: "You have ball in hand", "the score of the match is...".

7. ROSTER CHANGES: Additions to the rosters can be made at any time without the permission of the league operator. Keep in mind that players must have played 10 matches/races to qualify for the playoffs. The only time exceptions 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 after week 8. If granted permission, after week 8, 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 permission from the league operator

8. PLAYOFF ROSTERS: Each player must play 10 matches/races to be eligible for the playoffs. Players are allowed to play on multiple nights, which puts them on multiple rosters. They must play at least 10 matches/races on one team and 6 on the other team to be eligible for the playoffs. Players with less matches/races played 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 teams life, to play in the playoffs.

9. 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 6-4. For instance, if Team A has a 75% winning percentage against Team B and Team B forfeits, they will be given a 7-3 score for the night (75% of the 10 points available is 7.5 and it rounds down to 7). 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 6-4 win because the minimum score for the present team is 6-4. If the two teams have not yet played this session the minimum score would apply.

10. 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.

11. 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.

12. PLAYOFF QUALIFICATION: All teams that play in our league qualify for the playoffs. Dates are posted on your Team Envelope. To be eligible for the playoffs all fees and dues must be current. AND.....You must have 5 players to play in the playoffs. No teams with less than 5 players will be allowed in the playoffs.
13. STANDINGS: Division standings are decided by winning percentage. This becomes very important when teams play uneven number of matches due to drop outs.
14. TIE BREAKERS: A match can end up tied 5-5 during regular weekly play. However, in a playoff situation, the match must be decided. Therefore, we will decide tied matches by having the highest matching, or highest closest matching, handicapped players playing a race.
15. PLAYING ON MULTIPLE TEAMS: Players are allowed to play on multiple teams as long as they are in different divisions. If there are teams with identical players (but 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. Teams should try to have 5 "remaining" players on their roster. If there is only 4, one of the remaining players on each team plays in two lineup slots. Two highest matching or highest closest matching players are the two players selected for this double duty. This is the only time a player can play more than 1 Singles Match and 2 Doubles Matches. The players 'second lineup slot' must be one which prohibits him from having himself as a partner.
16. DIVISION HANDICAP LIMITS: The league operator reserves the right to limit Team Handicaps for any given division. Currently, the Thursday Night Division has a 25 point Team Handicap Limit.