EXECUTIVE COMMITTEE:

League President - TBD

League Vice President – TBD*

Treasurer: Tricia Grove

League Coordinator: Ami Reed

Tournament Coordinator: Dave Robinson

*Positions available - Nominations to be given to Ami or Tricia

9 Ft Leagues Convenors: Mon - Michelle MacDonald

Tues – Ami Reed Wed – Keith Gore Thur – Jason Bogart

Barbox Convenors: Mon – Matt Geddes

Tues - Nadine Hill

Welcome to the 2024-2025 winter season. Any questions regarding *the rules and regulations* during the season should be directed to Ami Reed or your Convenor.

Start Dates:

<u>Sanctioning:</u> The entire League will be sanctioned under VNEA. Sanction fee will be \$25 and this is due by October 31, 2024. After that there is a late fee of \$10. added on to make it \$35.

League Fees: All players are required to pay a weekly fee of \$20.

Holiday Scheduling:

- League matches will be played on all holiday Mondays (Labour Day, Thanksgiving, Family Day and Easter) except through Christmas Break.
- If a team can't play on a holiday Monday, allowances will be made for make-up matches.
- Ochristmas break will run for 2 weeks, Friday, Dec 20th 2024, to Sunday, January 5th, 2025.
- League play will resume on Monday, January 6th 2025.

Playoff Dates: These dates will be posted by the end of September 2024.

<u>Placement Money (regular season):</u> Each team will receive a cash prize for their placement at the end of the regular season. This will be awarded during the playoffs.

Ball Money (regular season): Each player will receive 10¢ per ball pocketed in ball money. *This is based on an 8 for the win not 10.* Ball money is awarded at the year-end banquet.

<u>Cash Prizes:</u> A cash prize is awarded in each division to the player who accumulates the most ERO's over the season (1 per division). This is awarded at year end.

Playoff money: All teams will receive a cash prize for their placement in the year-end tournament. These are awarded as teams are eliminated from the playoffs

Trophies: There will be trophies presented at the year-end banquet for the following:

1st place & 2nd place will receive 5 individual trophies and their names on large in-house trophy.

* The league will pay for five individual trophies for the winning teams. If a team has more than five players they can request the additional trophies, but will have to pay for any additional trophies - \$30

Top player – one male, one female (**must only miss 2 weeks** & **be in good standing**) **Sportsmanship** – one male and one female per division

General Regulations:

- All matches are to start on or before 7:30 HBA and 7:00 pm VNEA. Under extreme circumstances there is a 15 minute grace period allowed.
- League fees are due to your convener **15-30 minutes** prior to start time., HBA 7:15 & VNEA 6:45
- All players must be a minimum of 19 years old to play in the leagues.
- **Intentional** jump or massé shots (more than 45deg) are allowed ONLY on the barbox tables NOT the 9 foot tables.
- **8** NO SITTING on the 9ft tables
- Handicaps will start on the 4th week of league play.

Team Regulations:

- A team will consist of five (5) full time members plus a maximum of two (2) spares.
- **②** If a team adds or changes a player during the year, the team must have prior League committee approval before the player can participate in the League. If not, that players score will be entered as a 6.
- If you have a player starting that has no average, leave their average blank and it will be calculated using their score for that night.
- **9** Players must have a minimum of <u>ten (10) weeks (50 games)</u> of regular season play on ONE team to be eligible to play in the playoffs.
- Any additional tables for slow playing teams will be assigned at the discretion of the convenor or the bar.
- O Players may only play in one (1) league per night (e.g. barbox or 9ft not both)
- All teams are subject to the approval of the Executive Committee.

Team Regulations:

- The Executive will authorize a team for league play as long as they can field a team of five (5) players whose
- **⑤** Total baseline cap average for 9ft League: Monday − 39, Tuesday − 41.5, Wednesday − 40, Thursday 42.5.
- **⑤** Total baseline cap average for Barbox League: Monday − 42.5, Tuesday 40.
- The averages are based on the averages for each team on the previous year. If a player has not played in the league, the average will be determined by the Executive Committee.
- These averages will be set as a baseline for the rest of the season and playoffs.
- All teams must be able to submit a roster for play on any given night that does not exceed the above limits based on their players' <u>baseline</u> averages. If a team exceeds the limit, they must substitute a player with a <u>baseline</u> average that will bring their total <u>baseline</u> average in line.
- If a team is unable to do so for that evening's play, then the highest average player will be required to take a 6 for each round of the match.

Spare Regulations:

- A team must have a minimum of three (3) players to play their match.
- Teams may use one of their spares in place of a missing player, regardless of averages.
- **O** Teams may use one of their players to play for only one missing player provided that the average is the same or lower. A player with 7.5 average or lower can play for anyone.
- Teams may take a forfeit for a missing player, but the missing player's average will be adjusted to equal the highest average on the opposing team (unless the missing player's average is higher). A forfeit score is a 10-6 loss for each game in the match.
- **O** Any player or team that misuses this rule by taking an excess of forfeits will be addressed by the Executive Committee.

Any player who regularly plays on one night and occasionally plays on another night must use the highest average of the two nights. Occasionally means anything *LESS* than ten weeks. Anyone with ten weeks or more will be considered to have an established average and may keep it. Any player who plays only as a spare and has many averages posted must use the highest average posted for the night.

Spare Regulations – playoffs:

- If one of your team spares does not have enough weeks on your team to play in the playoffs but has more than ten weeks on another.
- **9** If a team is short-handed for the playoffs, a spare may be assigned by the Executive Committee providing that player has a minimum of 10 weeks of play on another HBA or VNEA league night, and that the substituting player's average is the same or lower than the missing player's average.
- A team may have a maximum of 6 players in rotation during the playoffs providing all players have ten weeks (50 games) or more and that the opposing team captain is informed by the start of the next round. Averages are to be adjusted according to the incoming player.

Handicap Rule:

• For all leagues, a higher placed team in the standings will NOT get a handicap from a lower placed team.

Scorecards:

- We are now going paperless and using CompuSport for our league
- If you are not comfortable, we will have blank scoresheets if you wish to use those instead.
- The home team is responsible for completing and submitting the team scores after the match is completed.
- Both team captains must review and approve before it's submitted.

Weekly Stats:

- Stats will be live on the CompuSport App or Website. We will also post them on the Hustler Website and on the board at the hall.
- To have a discrepancy in your stats checked into, you will be required to place a \$10 deposit with the League Coordinator. If you are right your money will be refunded.

Re-scheduling matches:

A team may re-schedule a match during the season if the following guidelines are followed:

- **3** A minimum of 24 hours' notice should be given to Hustlers & opposing team and they agree.
- **3** Allowances may be given for extenuating emergency circumstances.
- The re-scheduled match takes place BEFORE or ON the next scheduled league match
- If the match cannot be re-scheduled in time, the league must be informed.
- **9** If unable to re-schedule due to fault of one team, the at-fault team gets a score of 150 with NO HANDICAP while the no-fault team get their averages.

Sportsmanship:

This is very important part of our league. **Poor sportsmanship will not be tolerated.** This means win or lose you treat your opponents and all other league members with courtesy and respect.

Disciplinary actions:

To guarantee good sportsmanship a team or an individual may be suspended or expelled for unbecoming behavior, poor sportsmanship, or any other good reason considered harmful to the league.

- Any player/team that has been suspended, expelled or quit may request a hearing before the Disciplinary Committee.
- **The League may not award any money earned to any player/team while serving a suspension.**
- The League may not award any money owing to a player/team that has been expelled or quit.

Captain's Duties:

- Make sure that your players know & understand all the rules & regulations of our league.
- Make sure your team's fees are paid to the Convenor at least 15 minutes before the league starts
- **9** If you are using paper scoresheets make sure the scorecards are filled in completely and correctly.

Player Responsibilities:

- **8** Know all the rules and regulations for our league; show up on time for all your matches.
- **3** Make sure all scores are marked on the scorecard correctly.
- **9** Pay your League Fees. Any player who falls behind with League payments by more than 4 weeks may be suspended from play at the discretion of the league Coordinator until payments are caught up.

Membership Benefits:

- Nightly: The tables will be open for practice from 1 hour prior to your session starting. You must practice on the table your match is scheduled for. Please remember that your opponents want to practice as well. The tables will also be open for free pool after league on the night you play.
- **10** (HBA only) **Please ensure you return balls and rack to the bar once you are done.**
- Every Sunday from 11am to 1:30pm the tables (9' tables only) will be open for free pool. This is for league members only. Subject to availability.
- All league members will be entitled to ½ price pool till the end of April 2025, as long as tables are available.
- **Our Dress Code is in effect during league play:**
 - o No Belly-shirts
 - o No Muscle Shirts
 - o No Undergarments showing (i.e. bra-straps, underwear)
 - o While playing league, respectful dress attire is expected

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Year End:

• During the Playoffs, on the Saturday, food will be provided for all <u>League members</u>.

Website:

All information pertaining to the league (stats, schedules, tournament info, etc) will be posted on our website at: www.hustlerbilliards.com

ADDENDUM 'A' - 8-ball Rules to note

8 8-Ball Pocketed on the Break

- 1. If you pocket the 8-ball on the break and do not foul, you may:
 - Have the 8-ball spotted and accept the table in position or
 - 8 Re-rack the balls and break again.
- 2. If you pocket the 8-ball on the break and foul (sewer or jump the 8-ball or cue ball off the table), your opponent has the above choice.
- 3. If the 8-ball is pocketed on the break, and it is not noticed until after another shot has been taken, the game is replayed with the player who broke the game breaking again.

8 Balls Jumped off the table

If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted on the foot spot.

• ACCIDENTALLY moving or touching any ball is not a foul unless:

- 1. The moved ball is the cue ball.
- 2. A moved ball that makes contact with the cue ball.
- 3. A moved ball that is pocketed or causes another ball to be pocketed. (Exception to #3: If the 8-ball is jumped off the table or pocketed it is loss of game if called by the opponent before the next shot is taken).
- **4.** Only your opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul.

3 Using eight ball in combination after break

While the table is open, the eight ball **may be struck** as the first ball in a combination to sink a designated ball (solid or stripe).