

C&M POOL LEAGUE RULES

SEPT. 2023

All play is governed by the Valley National 8 Ball League Association (VNEA) Official Rules of Play. C&M rules will supercede VNEA rules where the same issues are addressed. Each team Captain will receive the VNEA rules booklet as well as our charter rules.

1. **VNEA Sanction Fees** are now required to be paid for main players of each team. The sanction fee is \$17.00 and will be taken out of winnings at the end of season if not paid during the season. VNEA year runs June 1st- May 31st
2. **THE TEAM ROSTER** will consist of 5 regular members. Players must be 21 years of age to participate.
3. **THE STARTING TIME** for the match will be 7:30 p.m. Lineups will be filled out and play will begin at this time. Teams are allowed a 15 minute grace period. If the opposing team has less than 3 members present at 7:45 the match will be forfeited. The grace period is not to be used for additional practice time. **If your whole team is available the grace period time is not to be used.**
4. **THE COST OF PLAYING** pool league will be \$5.00 per person per night plus the quarters for the Pool games. Each player plays 4 games – each player will be responsible for paying the quarters for 2 games.
5. **SANCTIONING.** Players must be members of the VNEA to participate in the pool league. The VNEA sanction year runs from June to May of each year. VNEA sanction fees are \$17.00 per year. Applications are to be filled out and sanction fees paid the first night of league. Substitutes must sanction on their 3rd night of play. If the substitute does not pay the sanction fee on his 3rd night of play, it will be deducted from your league fees. All players must be sanctioned and sanction fees not paid will be taken out of prize payouts at the end of the season.
6. **TEAM CAPTAINS** are responsible for checking the standings sheet weekly and notifying their Team members of any pertinent information. Any team location or scheduling changes will be listed on the standings weekly. The standings will be mailed or emailed to Team Captains. Weekly standings will also be listed on our website forum. Team Captains are responsible for verifying the league fees and the wins and losses on the standings weekly. Any corrections should be brought to the attention of the League Secretary immediately. Changes will not be made to a match or league fees associated with that match after the match is two weeks old. Team Captains are responsible for checking their rosters and notifying the league secretary of any incorrect players or misspelled names.
7. **TEAM MONIES** are to be collected by the Team Captain, put in the envelope and placed in the slot on the side of the dart machine in the location you are playing at. Use your own envelope. If both teams use the same envelope and the money is short, the money received will be split between the two teams. Any team not paying league fees will forfeit all wins for the match. Checks will be accepted made payable to C&M Pool League. Any returned checks are subject to a \$20.00 service charge. The check amount and service charge will be deducted from your league fees.

THE POOL MATCH will consist of 20 games, which will equate to 5 possible team wins. Each team will play 4 rounds of 5 games. A team win will be awarded for each round with an additional win awarded for the highest overall total. Each player plays 4 games following the game rotation on the score sheet. At 9:00 pm if both teams agree a second pool table may be used to finish the match

8. **THE HOME TEAM** will list their line up on the score sheet first. The opposing team will match their players as closely as possible according to the player averages. Teams may not play with less than 3 players. Once the first round of play has been completed, changes may not be made to the roster.
9. **PLAYER AVERAGES-** Players with established averages cannot drop more than 1 point below their book average at any time during the season. Example: If someone comes in at an 8 then they cannot play with an average any lower than a 7
10. **MISSING PLAYERS-** If a team has less than 5 players but at least 4 players the team may still play with a "full" roster by one of the present players playing a second spot in the roster. The captain of the opposing team will have the option of which player will play a double for the team with only 4 players. This only applies to regular season and not playoffs. If a player arrives late, and his name is listed on the score sheet, he may play in any games he has not missed. Once all players present have played the match for that round, the round is complete and the late player will receive a zero for that round. If the opposing team allows you to play a player in 2 spots it is up to the opposing team to determine which player will play 2 rounds.
11. **SUBSTITUTES** - Substitutes may be added to your roster by filling out the Roster Change Form and including it in the envelope with your league fees. All information must be filled out. Substitutes may not be added after 60% of the schedule has been played (example: 16 week schedule x 60%= 9.6 rounded to 10, so no new subs allowed after week 10) without prior approval from the League Coordinator. Roving substitutes are not allowed. Once you have substituted for a team, you may not substitute for another team in the same division without approval.
12. **IF A PLAYER IS CAUGHT PLAYING UNDER SOMEONE ELSE'S NAME** the team will forfeit all games of the match.
13. **FORFEITS** - Both teams must pay for forfeits. The forfeiting team will not receive any wins. The team receiving the forfeit will receive 4 wins and 1 loss. Any team that forfeits three times will be dropped from the league. Any team that forfeits 2 consecutive weeks will be dropped from the league. Any team that forfeits the last 2 weeks of the season(must be both weeks) will be dropped from the league. Dropped teams will forfeit all money and prizes.
14. **SANDBAGGING WILL NO LONGER BE TOLERATED.** Sandbagging is purposefully shooting lower than your ability to skew your average. If your team plays against a player that is sandbagging, you should file a written complaint with League Management, signed by all team members along with a brief description of the circumstances. After written complaints from three different teams in the division, League Management will monitor the team or player being accused. If it is determined that the player is sandbagging, the player will be expelled from the division for the remainder of the season.
15. **BYES** - Some divisions may start the season with a bye – a missing team. If a division begins with a bye, league management has 4 weeks to find a team to take the bye. If a team is found in the allotted time, make up games must be scheduled. All make up games must be played before the last two weeks of the season. If a team drops from the league, league management has 2 weeks to replace the team. The incoming team will assume all scores of the dropped team except forfeits. Teams who received forfeits will be required to play the incoming team.

16. **RESCHEDULES** are allowed. Rescheduled matches may be played in advance of the scheduled match date. If a team calls for a reschedule 4 hours in advance, the reschedule must be allowed. Any other reschedules will be at the discretion of the team Captain. When calling for a reschedule you must contact the opposing Team Captain, bar owners or Bartenders do not count. Rescheduled matches must be played at the bar it was originally scheduled for. All make up matches must be done by the make-up week at the end of the season or it will be put in as a double forfeit. Please contact the office if a match does not get played on its scheduled day.
17. **ANY PLAYER THAT HAS BEEN BARRED** from a bar they are scheduled to play in must call and ask permission to enter the bar. If permission is denied the team must use a substitute.
18. **MARKING THE POCKET.** When marking the pocket almost anything can be used with the exception of any item used for hitting the balls (pool cue, bridge, etc) and community chalk that remains on the table (personal chalk may be used as long it is in a holder and kept anywhere besides on the table. When a player has pocketed all of the balls in his group, he then shoots at the 8-ball, physically designating his pocket with a pocket marker. The marker is to be placed in the area between the pocket and the second diamond, completely within the second diamond, on either side of the pocket but cannot be touching the second diamond from both sides of the pocket. Second diamond is identified as the middle diamond (there are 3 diamonds between any two pockets) between two pockets. You do not have to touch or move the marker if it is already at your intended pocket even if it was placed there by your opponent.
19. **Rails can not be physically marked for bank shots.** You can not mark the rail with chalk or any other substance to mark a visible spot for bank shots or any other reason. No item is allowed to be placed on the rail for any reason including, but not limited to, marking a spot for a shot.
20. **TIMEOUTS.** Teams will be allowed 1 timeout call for each match. Only one timeout per team per night is allowed, not one per player or game. This can be called by the captain, acting captain or the player shooting. When timeout is called by the player shooting communication is allowed by the player shooting and any one of their teammates. If called by the captain then communication between the captain and the shooter is allowed.
21. **SCORING.** The home Team Captain will be responsible for keeping score. Each ball made will be worth 1 point and the 8 ball is worth 3 points. The winner of the Game will record 10 points on the score sheet, and the loser will record 1 point for each ball made up to 7. Handicap points are not to exceed 15 points per round. On a break on the 8 win, the loser will record any balls made at the same time the 8 ball is knocked in.
22. **THE HOME TEAM** will choose the table for the match. The match must be played on tables designated with the VNEA stickers. If a match is played on a table that is not an operator owned table, both players will forfeit their VNEA membership.
20. **PRIZE FUND** – $4.25 \times 5 = \$21.25$ per team $\times 2 = \$42.50$ per match divided by 5 (combined total of wins & losses per match) $\$8.50$ per game - $\$6.00$ per win - $\$2.50$ per loss. .50 cents per player goes to playoff funds (goes to bonus money with less than 8 teams). 25 cents is applied to league expenses.
21. **PLAYOFF RULES (only with 8 or more teams):**

Playoffs will begin the week following the last week of regular season play (if one division has more weeks then the other then it will start the week following the longest schedule)

The top 4 teams from each division will go to the playoffs. The first night of Playoffs teams will be playing a team from the opposite Division if there is more than one division. Teams will be placed on a Single Elimination Bracket with 1st place playing the 3rd place team from the opposite Division and 2nd place teams playing the 4th place teams from the opposite Division. The first week 1st and 2nd place teams will be home and the matches will be played at their home bar. After the first week the teams advancing in the bracket with the highest win percentage from the season will have the home matches. This may change season to season depending on the number of divisions as well as the number of teams in divisions

If there is only 1 division and there are at 8-10 teams in that division then the top 4 teams will compete in playoffs, if there are at 11-14 teams in that division then the top 6 teams will compete in playoffs with the 1st and 2nd seed having a bye in the first round and if there are 15+ teams in that division then the top 8 teams will compete in playoffs with the 1st and 4th seed on top bracket and 2nd and 3rd seed on bottom bracket. The playoff format will be 1 vs 8, 2 vs 7, 3 vs 6 and 4 vs 5. The top 4 teams will be the home team the first week. After the 1st week the teams with the highest win percentage will be the home team.

Playoffs will be played on the 15 game format used at the state tournament and will be handicapped. The team with the most points wins, not by matches won. In case of a tie then you will play one game using the scotch doubles format with all members of the team. You must play the order on the score sheet starting with the first player and going down.

The “8 on break” tournament rule is in effect for the playoffs.

All players in the playoff must have 20 games played during the current season to qualify for playoffs.

League fees will still be paid in playoffs. The shooting order for teams do not have to follow regular league rotation in order of averages.

Playoff packets will be at your sponsoring bar by the Friday before the first week of playoffs or mailed to you.

If a team only has 4 players for the playoffs they must play a ghost in the 5th spot, they may not have a player play 2 spots.

You must call in the results after each match to 407-210-3456 OR Email to tupper@cmdarts.com

C&M OFFICE	407-478-3250
C&M AFTER HOURS	407-210-3456 option 3
EMAIL	leagues@cmdarts.com
WEB ADDRESS	WWW.CMDARTS.COM

REMEMBER – ALWAYS EXERCISE GOOD SPORTSMANSHIP!!!