

CAPTAINS & PLAYERS – PLEASE READ

LEAGUE OBJECTIVE:

According to VNEA International League Guidelines, the Objectives of our league is:

1. To promote sportsmanship, goodwill and unity among players in the game of pool.
2. To offer rules and procedures to enhance sportsmanship of the game so it may be played in an organized competitive manner. These procedures include educating players of the rules and use of proper pool etiquette that will be exercised in higher level tournament play. Examples of poor etiquette are: distracting your opponent, such as standing too close to the table when it is not your turn; “verbal baiting”; breaking down your cue before the game is concluded; stalling; and intentional sandbagging! Intentional sandbagging includes directly shooting the 8-ball in before pocketing his/her object balls, picking up the 8-ball and throwing into a pocket or doing anything to bring an early end to a game to lower a players average.

Each and every league player should abide by not only these guidelines, but all rules of pool etiquette to maintain the highest level of sportsmanship at all times!

The International League Guidelines also states:

To assure good sportsmanship, a team or individual may be expelled for unbecoming conduct, poor sportsmanship or any other good reason considered detrimental to the welfare of the League.

We make every effort to run a good league and to follow the International Rules & Guidelines. We ask that you as Captains and Players also abide by these rules and guidelines to help us promote an outstanding league so we won't be forced to take an alternative action.

Thank you.
Renee Cook

**MELODEE MUSIC V.N.E.A. LEAGUE
TABLE OF CONTENTS**

8-Ball Break	6, 8	Marking the 8-Ball	9
Balls & Racking	7	Marking the Pocket	9
Balls Moving Spontaneously	15	New Player Handicap	5
Behind the String	16	Non-Player Interference	15
Board Members	19	Open table	9
Break Shot	8	Payback	2, 19
Bye's	17	Penalty for Fouling	13
Call Pocket	9	Play	9-10
Championship	18	Play by Innings	16
Coaching	6, 11	Player Averages	5
Cue Ball in Hand Foul	13	Player Played Wrong Person	7
Cue Ball Positioning	8,11,13	Player Responsibility Fouls	15
Cue Specifications	14	Playoff Game	5-6
Disputes	6, 13	Playoff's	17-18
Double Hits	12, 14	Pocket Marker	9
Dropped Teams During Session	17	Pocketed Balls	14
Eight-ball Break	6, 8	Pocketing the 8-Ball - Loss	10
End of Session	17-19	Position of Balls	14
Envelopes	4	Prizes	19
ERO (Eight-Ball Run Out)	7	Protest Procedure	13
Feats on Score Sheet	4	Push Shot	7, 14
Fees	1-2, 4	Questions	1
Foot on the Floor	14	Racking	7
Forfeit & Scoring	3-5	Requirements	1
Format	2	Rescheduling	3
Fouling	11-13	Roster	2
Fouls by Double Hits	14	Round Wins & Ties	5-6
Frozen ball	11-12,17	Safety Shot	11
Game	9	Sanction Fees	1
Handicap	5	Score Sheet	4
Innings	16	Scoring	4-5
Interference, Non-Player	15	Scratch, Definition of	16
Jawed Balls	15	Scratch on 8-Ball	10
Jumped ball on break	8	Scratch on Break	8
Jumped Cue Ball	14	Slow Play Rule	10, 16
Jumping of balls	8,10,12,14-15	Spotting Balls	15
Kitchen	14, 16	Stalemated Game	10
Lateness	3-4	Start time	3
League Championship	18	Striking the Cue Ball	14
League Divisions	17	Substitute Players	2-3
Legal Shots	11	Team Roster	2
Locked Balls	15	Tournament Fees	2
Loss of Game	10	Unsportsmanlike Conduct	13
Marker	9	Weekly Fees	2

Melodee Music V.N.E.A. Pool League

League Office - (515) 282-3552

RULES & REGULATIONS (Revised September 2011)

QUESTIONS

All questions will be answered by calling the league phone #515-282-3552.

REQUIREMENTS

All players must be at least 21 years of age to play in the licensed establishment where the league match is played. The league match must be played on coin operated tables owned by Melodee Music/Jack Woods. Each player will pay a green fee that is included with the weekly fees and the tables will be opened for league play. It is the responsibility of the captain to notify the bartender when league play is finished so they can lock the table.

JUMPS & MASSE' ARE ALLOWED IN LEAGUE PLAY!

A jump or masse' shot will be allowed during a league game. However, practicing jumps and masse' on league tables is not allowed. If the cloth should be torn during a jump or masse' please let the bar know and also call the league line to report it so we can repair the table. You will be responsible for the price of the cloth (\$60).

FEES

Sanction Fees - All players and subs (anyone who plays one game) must be sanctioned with Melodee Music League, the V.N.E.A. (Valley National Eight-Ball Association) and the Midwest Association. The Sanction Fee is \$15.00 annually per person. The sanction year runs from July 1st thru June 30th and each player only needs to sanction once per year, not per session. Once the sanction fee is received and submitted, the player will receive a V.N.E.A. sanction patch, a wallet size sanction card, and issues of the quarterly magazine. Sanctioning with the league gives an individual the opportunity to participate in higher-level competition. An individual is required to have six (6) nights of league to participate in the Great Plains 8-Ball Shoot Out, eight (8) nights of league in eight different weeks to participate in the state tournament and twelve (12) nights of league to participate in the Midwest and the International tournament. Sanction card forms (blue postcard size) are in the front of the Captain's Packet and need to be completed by each individual by the 2nd night of play. **Failure to sanction by the 2nd night of play (5th game) will result in a forfeit for that night and every night after until the player is sanctioned.** Include the completed sanction

card and the \$15.00 fee in the weekly league envelope but do not put the sanction card in the envelope until it is accompanied with the money. If you have a player that plays one night but does not sanction, the sanction fee will be deducted from the team payback.

Weekly Fees - Each player will pay \$7.00 per night for league play which includes \$2.00 for green fees, \$3.00 for the Prize/Payback Fund and \$2.00 for administrative/secretarial fees. The tables will be opened for league play.

Tournament Fees – Every tournament has an entry deadline. It is printed on the tournament flyer. Any entry not turned in by the deadline will be charged a \$10 per player per event per tournament fee. NO EXCEPTIONS!

TABLE COURTESY & PLAYER ETIQUETTE

Only the players involved in the match need to be at or around the table. Unless you are called to the table and asked to watch a hit, please sit back and let the players play their game. Also, please refrain from using your cell phone during your game.

FORMAT

League will consist of a 4 person team (men and/or women) with a 16 game format. Each person will play each player on the opposing team one game. The players on the home team remain in the same order each round, the players on the visiting team rotate (see copy of sample score sheet inserted in the back of this book).

TEAM ROSTER & SUBSTITUTE PLAYERS

Every team normally has one or two substitutes in the event that a regular player is unavailable. A team can have up to four subs (a total of eight players) on their roster. Once a team has eight (8) players on their team roster of the stats, you CANNOT add any more new players for the remainder of the session. Adding another player will result in a “Forfeit” of that player. Under extreme circumstances, if a player needs to be permanently removed from a roster, the captain must submit a written request with the players name and reason for removing the player. They board officers will review the situation and render a ruling. Only if that player is removed, will you be allowed to add another player to your roster. This eight player maximum will be enforced. Also, you cannot add a new player to your team roster in the last two weeks of the session.

If 4 of your 8 players cannot attend you can play with 3 players and take a forfeit for the player(s) that are missing. (See definition of Forfeit and Scoring of Forfeit below). If a player arrives during the match, you can substitute them in for the “Forfeit” as long as it is prior to the beginning of a new round and you notify the opposing captain of such substitution.

A team may substitute a player during a match as long as the following criteria are met:

1. The opposing team captain must be notified before the start of the round in which the substitution is being made.
2. A substitute player is not allowed to play any opposing player more than once.
3. Once a player has played, he/she must keep that same position unless removed for a round and reinstated in a later round.

If a sub a player during a match, you must recalculate (adjust) the handicap for that round and the remaining rounds using the new players' average.

When substituting a player, you must clearly mark the score sheet with the first and last names of each player and clearly mark which rounds they played. (EX: John Smith 1&3/Jane Doe 2&4 OR John Smith 1&2/Jane Doe 3&4) Also, if both teams are substituting players out and back in, you must be sure that you follow the substitution criteria above so that two players do not play each other more than once. If this happens where two opponents meet each other a second time, the team notifying the other team first of the substitution in that round is correct and the opposing team substituting is at fault, forfeiting that game with a score of 10 to 0.

FORFEIT & SCORING

If a player is absent from a match, you will take a forfeit for that player. The "Forfeit" has a handicap average of "10" and the score for the game is 0-10 (0 for the FORFEIT and 10 for the opponent). Your team is also required to pay the weekly league fees for the Forfeit.

RESCHEDULING

Due to the abuse of rescheduling we will no longer allow matches to be rescheduled. If a team commits to playing league, they need to be available for scheduled matches on that league night. Out of 8 players allowed on a roster, a team should be able to have 4 players available to play the scheduled match. In the event of an extreme emergency, the board of officers will review the situation and decide whether to approve and allow a makeup match to be scheduled. Otherwise, the team that cancels will take a forfeit for the night receiving zero round points for the night. The opposing team will be awarded five round points for the night. League fees are still due in the event of a forfeit and if not paid, they will be deducted from the team's payback at the end of the session.

BAD WEATHER

In the event of hazardous weather, the board officers will make a decision whether to cancel league for that night. A mass email or text will notify the team captain or representative of such cancellation by 5:00 p.m. that day. If league is cancelled, that match will be moved to the end of the league session.

START TIME

The start time for league is **7:00 p.m.** A team will be given 15 minutes stall time for a late player. At 7:15 p.m., play must begin followed by continuous play unless a verbal agreement is made between the two captains. If a player has not arrived by the time his/her match is called, that player will forfeit his/her match for that round. The opponent will be awarded 10 points for the forfeit. If the player arrives before his/her match in a following round he/she can play the remaining rounds. However, if a player is written on the roster and is not in attendance prior to the beginning of the 4th round, the player needs to be changed to "Forfeit" with a 10 average.

NOTE: The only Exception is if the two captains make a verbal agreement before the play begins. Anything agreed upon by both captains is binding (start time, legal substitutes, late players). Example - if the captains agree to start the play at 7:00 knowing a player is going to arrive late and they agree that as long as the player is there by a certain time they will bypass that player and play the match when the late player arrives, or if a player needs to leave early and they agree to let that player play all four rounds at the beginning of league.

SCORE SHEETS

Only one score sheet and one envelope per match (two teams) will be used per night. The home team captain writes in their player line-up then the visitor team captain completes their player line-up. The player's average is taken from the current weekly stats. The visitor keeps score on the pink copy of the score sheet and the home team keeps score on the white and yellow copies. When the match is finished, both captains need to compare their score sheets. The white copy must be signed by both captains (UNLESS THE MATCH IS UNDER PROTEST).

It is the responsibility of both captains to make sure the stats are correct and accurate. The league statistician only sees the original score sheet so if it is not correct, the stats will not be correct. It is your responsibility to make sure the individual feats (ERO's 10-0's, 8BB's) are marked for a player. If they are not marked, the player will not be credited with the feat. Home Team Captains, please be courteous of the visiting team and mark the opposing players feats. Visitor Team Captains, please make sure to check the original to see that your players feats are marked before signing the score sheet.

The home team captain is responsible for collecting the fees for both teams (\$7.00 per person or \$28.00 per team X 2 teams = \$56.00) then enclose the money along with the WHITE original score sheet in the envelope. This envelope needs to be dropped in the money slot at the end of the pool table. PLEASE MAKE SURE THE ENVELOPE IS COMPLETELY INSIDE THE TABLE SLOT SO THAT OTHER BAR PATRONS CANNOT PULL IT OUT!!!! Each location has one table with a money slot above the cue ball return. An extra score sheet and envelope are included in the back of the Captain's Packet. Once league starts, a score sheet and envelope will be included with the weekly stats that will be dropped off at the home team location for that week of play. If memos or flyers are included in the packets, there will be two copies – one for the home team and one for the visiting team. Please make sure that these are distributed to the appropriate captains and that the information is shared with the players.

SCORING

In scoring, each player receives one point for each of his/her group of balls pocketed (stripes or solids) plus three points when the eight ball is legally pocketed. This makes a total of ten points for the winner. If the shooter pockets the eight ball early, or scratches on the eight ball, or makes it in a pocket other than the one that's marked, the opponent automatically receives 10 points. The loser cannot score more than seven points.

SCORING an Early 8-Ball

After a legal break shot and when the table is still open, if the 8-ball is knocked in before either player has established a choice of group (solids or stripes), the player that knocks the 8-ball in early, gets the lowest # of points down. EX: Player A breaks, makes 2 stripes and 0 solids, then shoots at a stripe and knocks in the 8-ball. Whether he made the stripe or not the score is 10-0, Player B wins. If Player A breaks, makes 2 stripes & 2 solids, then knocks the 8-ball in on his first shot, the score is 10-2, Player B wins.

HANDICAP

A Player will use an established handicap for the first night of league based on his/her prior average (Player Average Sheet is in Captain's Packet). A new league player will calculate his/her average at the end of the first league night, then the team handicap is figured and added in to the total score for each round. The player's average from the currently weekly stats will be used for the following weeks of play.

To calculate a player's average, take the total points and divide by the number of games. Example – A player has 6 points for the first game, 10 points for the second game, 7 points for the third game, and 10 points for the fourth game, the total points are 33 divided by 4 games. The average is 8.25 so it would be rounded down to 8 for an average. Point 4 and under is rounded down. Point 5 and above is rounded up (example – 7.33 is rounded down to 7.0, 7.6 is rounded up to 8.0).

The second week of play and thereafter, the stats will be at the location of the home team. The stats will include each players average. The average of the four players on each team will be added together. The difference between both teams average is the handicap. The maximum handicap per round is 5 points, 20 points total.

EXAMPLE:

HOME TEAM	Avg.	VISITOR TEAM	Avg.
Player A	8	Player A	7
Player B	7	Player B	6
Player C	8	Player C	7
<u>Player D</u>	<u>9</u>	<u>Player D</u>	<u>8</u>
Team Total Avg.	32	Team Total Avg.	28

The visitor team would receive 4 points per round, 16 points total for the match.

ROUND WINS & TIES

The team with the highest score at the end of the round including handicap wins the round. Circle the round won under the final round score. If the round is tied in total points including handicap, the team with the most "10's" in the round wins. If each team won 2 games for that round then each team chooses one player and they have a playoff game. The team with the winner of the playoff game wins the round. Circle the round number. The playoff game is normally done at the end of the night, however it can be played at the end of the round if both captains agree. If the Total Round (Round 5) is tied, the team with the most 10's for the night wins the 5th round. If both teams have won 8 games each, you treat it like a round tie and have a playoff game.

The person playing the playoff game must be a player on the Team Roster and must have played at least one round during that night of league play to be eligible for the playoff.

COACHING

Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting. You are allowed to talk with your teammates while your opponent is shooting but as soon as the opponent misses or fouls and the last ball stops rolling, it is your turn at the table and your teammates are no longer allowed to talk to you or coach you. ALSO, you are NOT allowed at any time to inform your teammate that the opponent fouled. It is up to the player to be responsible and to watch his/her own game and call the foul. (EXAMPLE: Telling a teammate to mark the eight ball pocket is a coach/foul.) However, the foul must be called by the opponent, not his teammates. If a player has a question on a rule during a match he/she should ask the opposing team captain for a rule clarification. The player should make sure their captain is also present to make sure they agree on the ruling.

DISPUTES

A player may select a member from his team or opposing team to watch a shot. Both players involved in the game need to agree on the selected person watching the shot. If it is going to be a close call, a member from each team should watch the hit. The players who asked for the shot to be watched must then abide by the decision made by the judges watching the hit. (When a player is asked to watch a hit they are then acting as a referee.) If no one watches a controversial shot and the players involved cannot agree, the decision will rest with the shooter. Captains shall be responsible for settling any disputes that might arise during a match. If a dispute cannot be settled by the captains you can call the league office (#282-3552) for a final ruling.

8-BALL BREAK

If the 8-ball is made on the break, it is not a win. If the 8-ball is made on the break and the cue ball scratches, it is not a loss. When the 8-ball is pocketed on the break without scratching, the breaker has the option to ask for a re-rack or have the 8-ball spotted on the foot spot and continue shooting from where the cue ball is located. If the 8-ball is pocketed on the break and the cue ball scratches, the incoming player has the option of re-racking and assuming the break or spotting the 8-ball on the foot spot and shooting from behind the headstring (kitchen). **HOWEVER**, each time a player makes the eight-ball on the break and does not scratch, it needs to be marked on the score sheet in order to receive an award.

ERO (Eight-Ball Run Out)

The only time a player may achieve an ERO (Eight Ball run-out) is in his **first approach at the table, with 15 balls on the table.** If the breaker breaks, runs all seven balls and makes the eight winning the game from the break, it's an ERO. If the player breaking makes two stripes on the break, then chooses solids, makes all seven solids and the 8-ball it is an ERO. The score is 10-2 but it is still an ERO. If the breaker does NOT make any balls on the break, his opponent will have a shot at an ERO. At the opponent's first attempt, he must pocket his seven object balls and the 8-ball without a miss. Please make sure to mark the ERO box on the score sheet **ONLY** if it is an ERO. Players receive a pin for this feat at the end of the session.

PUSH SHOTS

(Refer to the VNEA – General Definitions of Pocket Billiards)

Must be shot at least 45 degrees above, or at least 45 degrees to the right or at least 45 degrees to the left otherwise it is a foul. Your opponent needs to inform you prior to you shooting the shot that it is a possible push shot and the shot should be watched.

PLAYER PLAYED WRONG PERSON

In the event that wrong people have played or are playing each other, the following procedure will be followed:

- If the game is not completed, the captains will get the proper people to the table and restart the game.
- If the game is completed, that score will be forwarded to the proper place that they are scheduled to play. That score will not count until it falls into the proper place.
- If a game is played between the same opponents for a second time during the match, the score of the second time does not count.
- It is both team captain's responsibility to ensure that the proper players are playing each game.