

WELCOME TO THE RIVER CITY BILLIARDS ASSOCIATION

(2019-2020 SEASON)

*BCPLA, VNEA, ACS, MIDWEST, GREAT PLAINS, ISPA & IOMA *

“Please Read all rules as some things have changed for this coming year.”

REVISED RULES AND PROCEDURES NTS CHARTERHOLDER

NOTICE TO CAPTAINS

Team captains are responsible for their team members to know the rules. Your rule information packet is solely your responsibility. Keep it in your possession and have it available at all league matches.



RIVER CITY BILLIARDS ASSOCIATION

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OFFICIAL RULES OF PLAY USE VNEA RULES IN THE VNEA RULE BOOK With the below exceptions

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RULES AND AWARDS PROCEDURES

It shall be the policy of Nebraska Technical Services (NTS), and the River City Billiards Association to at all times play the game of 8-ball/9-ball in regular scheduled league or tournament competition, in a manner that adheres strictly to the Official Rules of the game that are in effect at that time.

A. TOURNAMENT COMMITTEE

The tournament committee was formed on August 3rd, 2003 during the 2003 fall meeting. The committee's responsibilities are to help the league coordinator when necessary. Requirements and responsibilities will be the following; attending 2 mandatory meetings a year and running at least one tournament. The meetings will be for ranking players and grievances. If the committee member does not make a valiant effort to participate, then they will not be eligible the following year. They will also help problem solve any issues or situations that may arise that the League Coordinator needs help with. Any major problems, they will meet within 48 hrs @ NTS to solve the problem. The League Coordinator and NTS will have the final decision. Players voted on no couples for the tournament committee, until the vote is taken on who is off the committee, it will stand until the next annual meeting in 2017. The new tournament committee members for 2016-2017 are the following; Charles Godfrey, Jr., Jamie Richardson, Bob Robertson, Josh Vermule, Matt Weida, Shawna Weida, Erran Long, Marilyn Smith, Jodi Peckham, Mike Brown, Frank Certa, Amy Hughes, Monica Carter, Chris Willert, and Linda Zinke.

B. RULE CHANGE

In accordance with this League policy, rules of the game of 8-ball/9-ball may be changed by the following;

1. All proposed rule changes will be discussed at the main meeting. This meeting will be held at the discretion of the league coordinator. Any new rules will be voted on by general membership and adopted (with a majority vote) as part of the new pool season's charter, with the exception that VNEA rule changes will automatically be put into effect.
2. If at all possible, rule changes after play begins will be avoided. When needed, a proposed change will be submitted to the League Coordinator. It requires a general membership vote from all league players to change a rule after the season start date. Only rules that could seriously jeopardize league operation will be challenged after play begins.
3. Changes to League policy that effect format, nights of play, payback options, or tavern/location owners will first need approval from the charter holder.
4. Once voting on a item has taken place, it can not be voted on again for 2 years. (2012)

C. TYPES OF LEAGUE DIVISIONS

The River City Billiards Association will consist of players organized into teams for regular scheduled competition. **ALL DIVISIONS including the Women's 4-person division, are qualified for VNEA, IOMA, ACS, & Midwest, with the exception of 3 & 4-person divisions which are sanctioned for VNEA & Midwest only.**

Sanction Fees are as follows:

VNEA -\$15 MIDWEST-\$5 ACS-\$10 BANQUET/PARTY-\$2 PER PERSON BCA-\$15 ISPA-\$10
IOMA -\$10

Scotch Doubles matches do not count for weeks played for tournament qualifying:

VNEA & MIDWEST- Need 12 weeks ACS-Need 8 Weeks Great Plains-Need 6 weeks
IOMA- Need 8 weeks in Iowa location ISPA-Need 6 weeks during summer ISPA session
BCA-need 8 weeks during the summer "all sanctioned divisions" Scotch Doubles do not count for multiple weeks played.

- Only 2 "A" players or 1 "Master" and 1 "A" player will be allowed on a team for any 5-person "B" divisions.
- You can't have 2 "Master" players playing during a match on a "B" league.
- Only 1 "A" player will be allowed on a short session league.

There must be a minimum of 5 teams to create a division.

1. **MONDAY OPEN 8 BALL** 5-per team (Men/Women) 20-game match. A & B Divisions

- (sanction fee for VNEA/MIDWEST/ACS/BANQUET)
B Divisions; 2 “A” Players or 1 “A” and 1 “Master” only— (Two “Masters” can’t play during same match).
2. **TUESDAY 9-BALL (OPEN)** 3-per teams (Men/Women) 27-game match. (1 “A” player allowed).
(sanction fee for VNEA/MIDWEST/BANQUET)
 3. **TUESDAY 8-BALL (OPEN)** 4-per teams (Short Session) (Men/Women) 16-game match.)
(sanction fee for VNEA/MIDWEST/BANQUET) (1 “A” player per team)
 4. **TUESDAY 8/9 BALL COMBO (OPEN)** 3-per team(Men/Women) (12-game match))(1 “A” player per team)
(sanction fee for VNEA/ACS/MIDWEST/BANQUET)
 5. **WEDNESDAY WOMENS 8-BALL** 4-per teams/Women only (100% handicap plus “A” player points.)
(sanction fee for VNEA/MIDWEST/ACS/BANQUET) (16-game match)
 6. **WEDNESDAY (OPEN) 8 BALL** 5-per team (Men/Women) 20-game match. A & B Divisions
(sanction fee for VNEA/MIDWEST/ACS/BANQUET)
Divisions; 2 “A” Players or 1 “A” and 1 “Master” only— (Two “Masters” can’t play during same match).
 7. **THURSDAY (OPEN) 8-BALL Short Session** 4-per teams (Men/Women) 16-game match.
(sanction fee for VNEA/MIDWEST/BANQUET) (1 “A” player only)
 8. **THURSDAY (OPEN) 8 BALL 5-PER TEAM** (Men/Women) 20-game match A & B Divisions
(Sanction Fee for VNEA/MIDWEST/BANQUET/ACS)
B Divisions; 2 “A” Players or 1 “A” and 1 “Master” only— (Two “Masters” can’t play during same match).
 9. **SATURDAY SCOTCH DOUBLES (8-BALL)** 6-per team (3 Men & 3 Women) NO SANCTIONS
 10. **SUNDAY 9-BALL (OPEN)** 3-per team (Men/Women) (Short Session) 27-game match, 1 “A” player allowed.
(Sanction fee for VNEA/MIDWEST/BANQUET)
 11. **SUNDAY 8-BALL (OPEN)** 5-per team (Men/Women) 20-game match. A & B Divisions
(sanction fee for VNEA/MIDWEST/BANQUET/ACS)
B Divisions; 2 “A” Players or 1 “A” and 1 “Master” only— (Two “Masters” can’t play during same match).

D. OBJECTIVES OF THE LEAGUE

1. To promote sportsmanship, goodwill, and unity among players of the game of 8-ball and 9-ball.
2. To offer rules, methods, and procedures to enhance the sportsmanship of the game so it may be played in an organized, competitive manner.
3. To provide local players the opportunity to match their skills against players from around the city, state, and U.S., and qualify these players for National competitions.
4. To safeguard League funds through security regulations, including the appointment of a league coordinator by Charter holder NTS, to control disbursement of funds.
5. To promote business and goodwill for the tavern owners and franchise holders.

E. REGULATIONS AND RIGHTS

1. Upon acceptance of League fees, sponsors (tavern owners), teams, and individuals shall be entitled to the rights of, and be subject to, League rules and regulations as established by the Charter holder/League.
2. 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 League by the Charter holder NTS.
3. Any parties so expelled may request a hearing from the League Coordinator. The findings of the Charter holder, NTS shall be recognized as final.
4. Sponsors (Tavern owners) may be responsible for organizing their own teams.
5. Sponsors shall have tables available on time, and he/she shall retain the right to remove players (whether from his own team or the opponent's) from his/her establishment. It is not a requirement that the establishment lets you play on 2 tables. It is also not required for the said establishment to offer a free beverage to the participating players. All tables are to be marked with a NTS sticker.
6. If any team is dissolved during the season, its players may join other teams in the league, (as long as they are in good standing with the league) unless the dissolution of the team is due to un sportsmanship or other unacceptable conduct. **If a Team or a Sponsor have problems during the season**, the league will not be responsible for returning sponsor fees or finding a replacement team. However, if a team moves to another location and new fees are paid by a new sponsor, then a pro-rated refund may be given to the old sponsor for

weeks remaining. The League Coordinator should be contacted as soon as problems arise. Team, sponsor, and charter holders will try to work out a solution agreeable to everyone.

7. New players will not be added to a team roster within the last six weeks of the season or at the discretion of the League Coordinator. No more than 10 players are to be listed on your roster (8 players for 4-Person). Once you are listed on a team's roster, you cannot be deleted off even if you have only played one week. Any player that has played one week or more will pay a sanction fee.

8. All players must be of legal drinking age or have prior approval from all of the tavern owners who are scheduled in your league to be able to play in the licensed establishment. The League Coordinator will note it on the standing sheet to alert team captains of any minor players in their divisions. Minors will not be allowed to play at VNEA, ACS, Midwest, National or State Tournaments if their rules state they must be 21 years of age.

9. The River City Billiards Association is a non-profit organization operating under the charter of NTS. The Charter holder reserves the right to appoint a League Coordinator based on his/her experience, knowledge, and management skills. (This may or may not be a league player).

10. The League Coordinator/Charter holder will establish one bank account for maintaining/tracking all League funds. The League Coordinator will use copies of monthly statements to verify deposits/withdrawals. All League checks will be signed by two of the following before funds may be disbursed; (1) NTS rep, or League Coordinator. *All account interest accumulated during the season will be used as payout for regular season play.

11. The League will employ the tournament committee members or other players to run tournaments. The League will pay \$50 for the longer sessions and \$25 for the shorter sessions.

F. Captain's Duties:

1. He/she shall be present or send an acting captain to all League meetings. Any team not represented at a Captain's meeting will forfeit all voting rights for that meeting. Only the captain or acting captain shall possess motion or voting rights. However, when a general membership vote is required, each team member shall have an equal vote and be recorded as such. Also, there will be a Captains meeting every December. You must send a captain or an acting captain to this meeting. To get credit for any bonus points, this person must be on your team roster, must be at the meeting within 15 minutes of start time, and stay for the entire meeting. This person must also have 4 weeks in the league to get credit for the points. For those captains who attend the Captains meeting in December, their team will receive an additional 10 points at the end of the session, if the session is still in progress. For those captains who attend the annual meeting, their team will receive 20 points at the end of their session, if the session is still in progress. If you don't attend, you will not receive any points. This is an incentive to get the team captains to participate.

2. The captain shall instruct his/her players as to all League rules and requirements.

3. The captain is responsible for collecting (1) a bar sponsor fee of \$60.00 (\$25 for the short sessions), (2) player sanction fees for each player and (3) weekly monies. He/she will submit the bar sponsor fee & player sanction information the first night of play to the league coordinator. If after three weeks, all bar sponsor and player sanction fees are not paid, the team and tavern sponsor will be dropped from the league for a period of one year. (If there are other teams playing out of the same location, they will be relocated to another tavern sponsor). Re-entry into the league after one year will require pre-payment of all fees and sanctions before season start date, for a period of three years. **Weekly fees are \$5.00 per player.** If a player is missing, their \$5.00 is still due for that night of play. Teams will NOT pay the weekly fee for their "Bye" week.

4. Weekly fees will be either; mailed to NTS (7812 ½ F Street, 68127) or dropped off at NTS in their drop off box. Weekly fees can also be paid through Pay Pal from the website. www.ntsfuncompany.com. Do NOT put envelopes in the tables. EACH TEAM CAPTAIN IS RESPONSIBLE FOR SENDING IN HIS/HER OWN TEAM'S WEEKLY MONEY. If weekly player fees are not delivered (or mailed) within 48 hours of the match, that team will be penalized 20 points from their total score and a fine of \$10.00 will be assessed. This rule will be enforced. There is a \$25.00 check charge for all bounced checks.

G. THE TEAM REponsibility:

Make sure their Team Captain is sending in their weekly and sanction fees. The 2nd week a team is delinquent, the league coordinator will notify each person on the team by letter or email of their team's status. If a team gets 3 weeks behind on weekly fees, they will be removed from the league. Since the entire team shares accountability for the finances, a separate list will be maintained. The individual players are accountable for their portion of the delinquent fees (\$15 over a 3-week time period) and can pay their delinquent fees to the league to once again be in good standing.

There is a "Current List of Banned Players" in each Captain's packet. This list was comprised of Captains and their team mates, who either dropped from the league owing over \$100, or they were kicked out of the league due to their unwillingness to pay the balance due of weekly fees or sanction fees. Anyone on the Current Banned List will not be allowed to play in any division in the league until the money they owe is paid in full.

H. FORFEITING TEAMS:

If a team forfeits two-consecutive weeks (or more than four weeks' total) in the season, they will be;

- (1) Dropped for the current season,**
- (2) forfeit all rights to any point money earned, and**
- (3) refused future membership, until any and all past league debt is settled.**

Any team that forfeits a match will receive 75 points, and not credited for their match but will still have to pay the weekly fee.

If a team forfeits in the last 2 weeks of league, they will be fined \$100 per week and receive 75 points.

I. HOME TEAM CAPTAINS WILL FAX (402) 331-7603, TEXT, EMAIL OR SEND ONLINE TO poolplayermatchups.com, SCORE SHEETS TO THE NTS OFFICE, WITHIN 48 HOURS, OR BE

PENALIZED 10 POINTS. The captain (or designated representative) will verify scores/totals and **sign the official scoresheet** after each match. If a discrepancy in scoring is found after sheets and monies have been turned in, corrections will be handled on a case-by-case basis. However, a signed score sheet should be final and will be the final word if both team captains don't agree on what happened. If the scoresheet is not signed, then it will be the League Coordinator's decision for the final outcome. (Exceptions can be made when errors in player/team handicaps are found)

****Score sheets that are more than 48 hours late will be assessed 10 points. ****

J. WEEKLY STANDING SHEETS:

Standing sheets will be **emailed** to the captains, any locations and/or any other player who would like to receive them. If the captain doesn't have an email address, he or she will designate a player from their team to receive these standings via email. You can also view these stats and more at poolplayermatchups.com. Captain's need to bring or have the ability to view the standing sheets online, for their next match to verify player averages for both teams.

K. SCHEDULING MATCHES:

a. The League Coordinator during distribution of the captain's folders will post season schedules. The League coordinator may find it necessary to revise a schedule if conflicts arise or a team drops in the beginning of the season, but this should be kept to a minimum.

b. Rescheduling of Matches during the season must be (1) kept to a minimum, (2) approved by the League Coordinator prior to match date, (3) by mutual consent of both team captains, (4) not interfere with other activities at the tavern location, and (5) at least 24 hours before match start time, so captains can notify their players. **All make-up matches will be rescheduled (and played) within 2 weeks from the original match date (unless due to weather). There won't be any double headers for make-up matches per ISPA and VNEA.** If you are making up the last match of the season, it must be done within one week. Permission to reschedule will not be automatically approved just because you are missing one or two players . . . find subs!!!

If the make-up match is not played within two weeks, the team that asked for the delay will be scored as a “forfeit” loss (75 points). This will be enforced. If your team is going to a state, regional or national tournament, notify the other team for a make-up match ahead of time so it can be scheduled within the above requirements.

c. When games are not played, whatever the reason, all fees must be paid by both teams to receive any further points. If there is a conflict with when and where your match is to be played according to your schedule, please notify the league coordinator. If your team goes to a location other than what is your scheduled location/match without prior approval from the league coordinator, then both teams will receive zero pts for that match.

d. In the event of bad weather or any other postponement, it will be the League Coordinators discretion to cancel League play no earlier than 4:30 pm, and no later than 5:30 pm. The League Coordinator will then decide when those matches will be played.

****All announcements for this will be posted on the website www.ntsthefuncompany.com. ****

e. The League Coordinator is the only person to decide if an alternate site is to be used for postponed matches.

L. LEAGUE CHAMPIONS WILL BE DETERMINED BY THE FOLLOWING:

- The team winning the most "total points" will be the League champion.
- In the event that two or more teams have won the same number of total points, the team with the highest round points won will be the League Champion. In the event the teams also tie for around points, the team with the highest number of 8-ball games won.
- If total points, rounds won and 8-ball games compiled by any two teams for 1st - 4th positions are equal, the teams involved will have a play off to determine final positions.
- After League expenses, the League Coordinator will use total points (and round points if necessary) to distribute League funds.

M. AWARDS/BANQUET

The League Coordinator/NTS will decide on types of awards, trophies, banquet location, and how much money is to be spent on such items. It should be clearly understood that all monies paid by the players to League funds shall be returned to the individual teams or divisions in accordance with the player’s agreement. All expenses for awards and tournaments are paid for from League funds. Team captains only shall receive team money at the awards banquet/party according to the schedule set by the League Coordinator. If you do not go to the banquet to receive your payout, you may collect it **after** the banquet at NTS, not before. For Short-Session Divisions only, team payback will be distributed to the team captains only at the end-of-the-session City Tournament. The \$2 banquet sanction fee will pay for the banquet.

N. SANCTION AND CHAMPIONSHIP FEES

- Annual sanction fees, as specified by the National Association, will be collected from each team member and any substitutes by the team captain the **first night of the League season.**
- Sanction fees for the 2016-2017 seasons** are VNEA (\$10.00), Midwest (\$5.00), ISPA (\$10.00), BCA (\$15.00), ACS (\$10.00), IOMA (\$10), and Banquet Fee (\$2.00).
- All sanctions (player & bar) are due the first night of play.** Any team or tavern with unpaid sanctions by the 3rd week will be dropped from the league for a minimum of one year. All team players including substitutes must be sanctioned members.
- Players **don’t have to pay VNEA, ACS, ISPA, BCA or Midwest Sanction Fees twice if you play in more than one division.** For example; an individual that plays on Mon, Wed, and Sat will pay the full sanction of \$25 on Mon, and no sanctions on Wed and Sat.
- SUBSTITUTES** must also pay a sanction their first night of play even if they play only one night. The Charter holder or League Coordinator prior to the deadline date for sanctioning, will forward the sanction fees to the appropriate Pool Association. **“SUBS” ARE NOT ELIGIBLE FOR INDIVIDUAL AWARDS.**
- Charter holder Sanction/Entry fees for the International Championships and Midwest are specified by the National Associations, paid by the Charter holder NTS, and will be applied toward the Championship prize fund.

7. Team/Individual Entry fees for VNEA, ACS, IOMA, Great Plains, ISPA, BCA, and Midwest will be announced as information arrives and collected near the end of the playing season.

8. League funds will pay for the following for 5-per Fall/Winter leagues only;

a. League funds will pay entry fees only (minus the green fees and administrative fees required) at Nationals (Regular, Intermediate, or Master's Team Division) for the first place team in each division, up through 20 teams. (5-per teams must have two-original players go as a team to receive this award.)

b. League funds will pay single entry fees (minus the green fees and administrative fees required) at Nationals (Regular, Intermediate or Master's Division) for the individual with the highest individual average (having played at least 80% of the games in that division). The players will be responsible for paying their own green fees and administrative fee if so needed. All paid entry's will be paid at time of the entry due date, and will be reimbursed in the end-of-the- session league payouts.

~~No team or individual may collect cash for entry fees in lieu of participating at Nationals.

~~If a team/individual has earned a paid spot but can't use it, the money for said spot will be offered to the next placed teams/individuals in that division going to Nationals.

**** If a team or individual earns/accepts a "paid spot" from the league which includes the National banquet tickets and doesn't show up at the tournament or the banquet to use it, (whereby wasting league money that another player could have used), he/she/they forfeit any and all rights to future league "paid spots" for a period of two years.** Emergencies will be handled on a case-by-case basis, and exceptions to this policy. * If a substitute player fills the paid spot at the last minute only a warning will be issued, or if the player/team reimburses the league for lost funds, the two-year penalty will be void.

9. A **MAXIMUM** of 7% of Total League Income will be put towards a "Vegas Fund". This percent will depend on the number of people going to the Vegas Tournaments (maximum is \$50 per person, one time only).

10. **VNEA National Banquet tickets** - VNEA requires each Charter holder that is sending a team to Nationals, to purchase a minimum of 10 tickets. There will be a drawing for the tickets for those players that are going to the tournament. If you receive a banquet ticket and don't go, you will be responsible to pay for the ticket and not be eligible to receive another one for two years.

11. **City Tournaments prize money** will be consisted of bar sponsor fees and 10% of the income (weekly fees, penalties, paid by teams) for that league. Total prize money is paid 75% to teams and 25% to singles).

O. LOCAL TOURNAMENT & INTERNATIONAL CHAMPIONSHIP ELIGIBILITY –

For the finials of Any NTS city tournament a split can happen only if the players agree.

1. **CITY "TEAM" TOURNAMENT:** All teams making it through preliminary rounds (if applicable), are eligible to participate in the City Team Tournament. Each division will participate in their own final.

a. Players must have 4 weeks or 25 % (25% for short session leagues) played in one division and be listed on the team roster prior to tournament date, or on the league "Substitute List" to be eligible to play. (NO SURPRISE PLAYERS) If a team uses a player from the Sub List during the City Tournament, that sub can't play with another team during the tournament. Player's single averages will be made available to help make those decisions.

b. Two weeks of preliminary rounds (if applicable) will be played in "neutral" bars on regular league nights. (Mid-April) These will count for individuals as "weeks played" for National eligibility. However, team scores will NOT count against/for individual averages or against/for team standing points. Teams must win 1 of the 2 preliminary rounds in order to advance to a bracket in the City Team Tournament. Normal league dues will be paid during preliminary weeks. * If preliminary rounds are held before March, players will need less than the minimum of 4 weeks to participate in the preliminary rounds. When a player from the "Sub List" is used during the preliminary weeks, that sub can only play on that team during the City Tournament.

c. No entry fees will be charged to teams participating in the City Team Tournament. Players will have to pay green fees. Green Fees for the City tournaments will be \$10 per person.

d. **Team Handicaps** will be used during City Tournament match play. Captains will use the handicap from the latest league standings. There will be no substitution of players during a match. Teams may substitute players between matches, but not during a match because it will affect team handicap. Individual averages will be a "fixed average" for the duration of the tournament. You don't compute new individual averages after each match. All averages will remain constant and used throughout the entire tournament.

e. Teams that win a "B" or "C" division event and return the next year with 3 or more of the same players, will automatically be placed in the next higher division of that event the following year, regardless of the team/individual averages during regular season play. (This prevents teams/players from "sand-bagging" during the season to get into an easier division for City Tournament play.) If that team fails to perform well in the higher division, tournament officials may return that team to the lower division the following year.

f. In the event of a tie for any match in the City Tournament, there will be a play off between 2 players, one from each team, and they will play 1 game to determine the winner.

g. If only 1 team shows up for the City Team Tournament, they will receive what is determined to be the 1st place prize money and the rest of it will go back into the league.

2. **CITY "SINGLE'S" TOURNAMENT:** All league players who participate in a 5-person league will be eligible for the annual City "Single's" Tournament scheduled at a date to be determined. Any individual sanctioned as a "regular" player in a 5-person league in the River City Billiard Association, is eligible to enter all tournament single's events depending on their ranking and on the tournament. The top 7% of the winners in the singles event will be moved up to the next level for a period of 3 years.

a. A **REGULAR PLAYER** is one who paid their sanction fee. A regular player with FREE ENTRY FEE into the City Single's Tournament played 50% of the available weeks by tournament date.

b. **SUBSTITUTES:** Substitute sanctioned players may only enter those events they played in during the season. (i.e., Mark paid his sanction and played 4 times on a 9-ball team. He can only play in the 9-ball event and **must pay the pro-rated entry fee** based on # of weeks played.)

c. **ENTRY FEES:** Entry fees will be pro-rated and based on the number of weeks played. **NO ENTRY FEES WILL BE CHARGED TO "REGULAR SANCTIONED" PLAYERS WITH 50% OF WEEKS PLAYED IN THAT EVENT.** (i.e. Mark is sanctioned as a "regular" player. He has played 50% of the weeks on Monday's (Men's Open Division) and Tuesday (9-Ball), but only subs on Sat. (Scotch Doubles) and does not play Wednesday nights. Mark has earned FREE ENTRY into the Open 8-ball & Open 9-ball events. He will pay a PRO-RATED ENTRY FEE in Scotch Doubles, and will not be able to participate in the Wednesday Night City Tournament. Women will be the exception. They can play in the Women's 8-ball Singles event if available, but must pay the **full entry fee**, only if they have played 50% in their division.

d. **Single's 8-Ball** events will be divided into Master's, A, B, and C divisions based on individual averages, rankings and known ability. Players will be assigned to the appropriate divisions by the League Coordinator, and the Tournament committee. If a player is supposed to play in the B event, he can request to play in the A instead, as long as there are no scheduling conflicts. Single's 9-Ball events can either be divided into divisions, or played in one division with the race handicapped by skill level. Players with no established average in that event will be placed in the higher division. (Exception: Women playing in the Open 8-Ball or 9-Ball events.)

e. Tournament Officials reserve the right to move individuals known as "A" players into the "A" division regardless of point average to protect the integrity of this tournament.

f. Players that win their division event in the City Tournament will automatically be placed in the next higher division of that event the next year, regardless of individual average during regular season play. (This prevents players from "sand-bagging" during the season to get into an easier division for City Tournament play, and forces better players to continue to challenge themselves by moving up.) If that player does not finish in the top half of the entries in the higher division, he/she may be permitted to return to the lower division the following year. If a player wants to move down a position, they need to let the league Coordinator know and file a petition to be removed. The League Coordinator will bring it to the Tournament committee for review. The petition is on the NTS website.

3. **Valley National 8-Ball Association (VNEA):** All players must have played a minimum of 12 regularly scheduled matches, and be deemed an active player and in good standing by their charter holder to participate in National competition. This tournament will be held at Ballys in Las Vegas on May 24-June 2, 2018. All players, upon request, must be able to show positive ID and up-to-date sanction card. 12 weeks can be cumulative from all VNEA divisions. Only one match during tournaments can be used.

- a. **MASTER'S DIVISION:** Men and Women Teams; a Master Team may be composed of any 5 (4 for women) players from within their Charter Holder League System as long as they each meet the 12 league night requirement. All players must have 12 weeks in.
- b. **SCOTCH DOUBLES:** Must be one man and one woman and meet a 12-night requirement. VNEA permits scotch double players to pair up with anyone in the tournament. The tournament is a mini-tournament format.
- c. **REGULAR DIVISION:** Men and Women Teams - Regular Team must be composed of at least 2 original players, from their league team and those 2 original players must play every round. A 3rd, 4th and 5th player (3rd & 4th player for women) may be added from within their Charter Holder's League System, as long as they meet the 12 league night requirement. (exception: one player can have 8 league nights).
- d. **INTERMEDIATE DIVISION:** Must be comprised of at least 2 original players from the league team and both original members must play every round. The 3rd, 4th and 5th player may come from any team within their Charter Holder's League System. All players must have completed the 12 league night requirement, but one player on the team may have 8 weeks. That player will not be able to play singles.
- e. **SINGLES:** All players must have completed the 12 league night requirement.
- f. Due to the change in Masters Team requirements, it will be the VNEA Tournament Committees discretion to allow a team or singles to play in the regular division or be moved to the masters.
4. **MIDWEST TOURNAMENT:** Players must play a minimum of 12 weeks (**one team member can have 6 weeks**). Midwest will be held at the Mid American Center in Council Bluffs on April 26-30, 2017.
5. **IOWA STATE TOURNAMENT (IOMA):** All players are eligible for the Iowa State Tournament. Minimum of 8 weeks played in an Iowa location is required for both singles & team events. It will be held at Five Sullivan Brothers Convention Center in Waterloo, IA March 8-12, 2017. Sign-up is required early on this one, so be watching the league fliers for more information.
6. **ACS (American Cue Sport Alliance) Tournament:** All players are eligible, with a minimum of 8 weeks required to qualify. All weeks must be played in the same night league. Example: Joe got all 8 weeks in on Monday "A" league. All teams must have 3 original players for the Men's Teams and 2 original Players for the Women's teams. ACS follows the WPA (World Standardized Pool Association) Rules including qualifications. The 8-ball/9-ball Tournament will be held May 13-20, 2017 at the Tropicana in Las Vegas.
7. **ISPA-** All players are eligible for the ISPA tournament if they participate in the Iowa summer sanctioned leagues. They must have a minimum of 6 weeks in an Iowa Location. It will be held in Des Moines on April 5-9, 2017 at the Hy-Vee Hall.
8. **BCA-**All players are eligible for the BCA Tournament which will be held July 19-29, 2017 at the Rio in Las Vegas. You must have 8 weeks in the Sunday 5-per summer league. Changed per BCA on 5/11/2015, you must have 8 weeks in a single session on the same night. Example would be that you need 8 weeks in the same night and the same division, preferable on the same team.
9. ****All league players must sign up through the league coordinator for tournament entries. ****The league Coordinator will not be responsible for any verification, standings, etc., for any person who does not sign up through the league coordinator for any of the above sanctioned tournaments. ******

P. PROFESSIONAL PLAYER RULE

Any male player ranked in the top 64 of any division by the MPBA (Men's Professional Billiards Association) or any female player ranked in the top 16 of any division by the WPBA is not eligible to play in any VNEA or BCA singles competition. Any player so deemed to be a Professional by the VNEA or BCA may compete in the team event in the Masters division only, providing that player is the only professional on that team.

Q. AWARDS PROGRAM

To recognize outstanding individual and team achievements, the River City Billiard Association will administer an appropriate awards program for its membership. The League Coordinator will ensure all National Associations are kept up-to-date with their player's awards, submit the correct paperwork, and determine amounts on the following:

1. **Team's final standings prize distribution** - (1st through last place teams will receive cash prizes). Team prize distribution will be an assessment of a "money value" on earned team points, with incentive pay-backs for the top fourth of each division.
2. **"Team High Scratch Series"** - 1st & 2nd place, only one per team. (No "missing/straw" players permitted on either side of scoresheet) If two teams tie for a position, then the second-high scores of those two teams will determine the finish. (1st - \$50 & 2nd - \$25) (Short Session - 1st - \$25, 2nd - \$15)
3. **"High Individual Scratch Average"** - 1st to 2nd place - (1) must play 80% of the season (75% in divisions with 4-player teams) (2) not be listed on the "Rotating Sub Roster" for that division, and (3) player cannot "sit out" twice against the same team, and (4) player cannot sit out more than one position around.
4. **"9-Ball Breaks"** - are marked and DO count as a win. (\$5 per person, with a limit of one per player.) The player with the most will receive \$10.
5. **"Table Run Award"** - only one per person, and "Table Run Champion"; Captains will mark the ERO or RO box of that game on the scoresheet. An "ERO" (Earned Run Out) is all 15 balls must be on the table when your turn begins. A "RO" (Run Out) is a run of all balls of a given suit during your first turn at the table. * **To get credit for a table run, players must fill two requirements; (1) it must be your 1st time to the table, and 2) it must be an "open table"**. The number of balls on the table when a player approaches the table is irrelevant. * **9-ball "Break & Run Awards"** - player must do it from the break. It pays \$5 for a table run, with a maximum of one per player, and \$20 for the most table runs.
6. **"Most Consecutive 10's Award"** - 1st & 2nd place, must be sanctioned as a "regular" league player and not listed on the "Rotating Sub Roster." (1st - \$25 & 2nd - \$10) (Short Session- \$15 for 1st)
7. **"40's Club"** - A player must do two things to qualify: (1) win all four of his/her games and (2) hold his/her opponents (scores combined) to under 12 points for open leagues, and under 15 points for women's leagues. (Captains will circle the player's 40 on scoresheet and write 40's Club) no "forfeits" allowed, (1st - \$25 & 2nd \$10) (Short Session- 1st-\$15, 2nd-\$10). It pays \$5 per 40's club, with a limit of one per player.
8. **"Perfect 9 Award"** – A player must win all 9 of their games (9 ball, 3person/27 game format) Limit to one per player. The Player with the most perfect 9's will pay 1st place only. No forfeits allowed.
9. **"9-Ball Bonus Award"** - Must have three things in the same night to qualify: (1) one 9-ball break, (2) one break-&-run, and (3) score a perfect 10-0. There is a limit of one per player. Captains will circle player's name and write BONUS on scoresheet.
10. **Incentive pay** – Paid to 1st through 4th place (with at least 16 teams) and will pay \$100, \$75, \$50, and \$25 consecutively. League Coordinator will adjust accordingly with lesser teams. Short Session will pay 1st - \$50, and 2nd - \$30.
11. **Best of the Best Tournament** – The divisions that are eligible are the 5-person long sessions, Scotch Doubles, and the Women's league. The cost will be \$5 per person, with payback to 25% of the field. Each Division will contribute \$5 per team, and this tournament will be played in a double-elimination format. A player must have played 50% of their division matches to be eligible. If there is a Women's league, there will be a Women's Best of the Best Tournament. If a woman from any other division besides the women's league, wants to play in the women's Best of the Best Tournament, she would have to pay an extra \$5 entry fee. If there isn't a Women's Division, there will not be a Women's Best of the Best Tournament.
12. **8 Ball on the Break** - Pays \$5 per person, with a limit of one.
13. **Bounty for Consecutive Wins** - When a player reaches 12 consecutive wins, a \$5 bounty will be placed on that person. The first person to beat that player would receive \$5. Note this on your scoresheet.

LEAGUE RULES

A. TEAM MATCHES

IN ORDER TO RECEIVE CREDIT AND A SCORE FOR GAMES PLAYED, ALL MATCHES MUST BE PLAYED ON OPERATOR OWNED POOL TABLES (NTS TABLES). THESE TABLES WILL NOT BE OPENED DURING LEAGUE PLAY. IF THE MATCH IS PLAYED ON ANY OTHER TABLE THAT IS NOT A NTS TABLE, THEN THE MATCH WILL BE FORFEITED BY BOTH TEAMS, AND BOTH TEAMS WILL RECEIVE ZERO POINTS. TABLES WILL HAVE A NTS STICKER ON IT. IF IT IS NOT MARKED, NOTIFY THE LEAGUE COORDINATOR.

If there is a conflict with when and where your match is to be played according to your schedule, please notify the league coordinator. If your team goes to another location, other than what is your scheduled location that is on your schedule, without prior approval from the league coordinator, then both teams will receive zero points for that match.

1. Starting players from each team must play all assigned games, and retain their positions in the line-up. A rotating roster similar to those used at Nationals will be used for all League matches.
2. Each team will have a captain or acting captain present at each match. The captains will check and **sign the scoresheet**. Captains will also make sure that table runs (EROs and ROs), 8-ball breaks (GGBs) and 40's clubs are marked on both score sheets before signing.
3. The captains from each team will try to settle any disputes that may arise during the match. All disputes not worked out by the two captains at the match will be turned over to the League Coordinator. If the dispute is over a "single game" and cannot be solved, the game will be played over with the original player breaking.
4. The normal grace period to start a match is 15 minutes, which means you must have at least three players to start a match within 15 minutes after the scheduled starting time, "real" time, not "bar" time! Each player has five minutes to start an individual game from the time his/her game is called. Captains may decide to "play around" individuals through the first round only. If the said player has not played his 1st game by the time his 2nd game is ready to play, he will forfeit the first game with 0 points. If the person is not there by his 3rd game, then he will forfeit his 2nd game with 0 points, etc.
5. The visiting team will have priority on the pool table for practice (warm-up) games between 7:00 pm – 7:30 pm. The **home** team (after consulting with the tavern owner) will have the choice of playing on one or two tables. **The tavern owners will have the final authority on this decision.** Remember, it is a privilege to get to play on two tables. It is not mandatory that you get to play on both.
6. The team captains can select any player from the River City Billiards League to watch each game, act as referee for fouls, or make the final decision on close hits but is not mandatory. Teams should rotate the player referees between games. Player referees should be responsible to call every foul for an opponent. ** Player referees will be allowed to call fouls for a player if asked to watch a close hit, or for a new player (no established average) on his/her first week of play. Only one player should act as a referee but both team captains should be in agreement as to whom that referee will be. A referee must be someone from any of the River City Billiard leagues. **Players should stay back from the table and out of the shooters direct line of shot, while the opponent is at the table so as not to distract his/her play (except during a close hit).**
7. **There will be no usage of cell phones, Bluetooth's, headsets, mp3 players used during your game. This interrupts the game. If using a headset of any kind, you cannot hear your opponent when he/she asks you a question about the game. You may answer your phone if you deem that it is an emergency, otherwise designate another player from your team to take a message for you until your game is done.** This rule was put into effect after the Spring meeting at the Banquet May 3rd, 2008, and was re-voted in at the meeting on May 2nd, 2009. The 1st offense will be a warning and 2nd offense will be a loss of game.
8. There is **no coaching** during the 8/9 ball leagues. Only the 2 players who are shooting the game should be at the table. All other players must stay away from the table while the game is going on unless you require a referee. The 1st offense will be a warning and the 2nd offense will be a loss of game. There is one time out per game (coaching) allowed in Scotch Doubles, but is limited up to 5 minutes.

B. THE TEAM

1. **5 regular players** (4 in 4-per divisions) and up to 5 substitutes (4 in 4-per divisions) for a combined total of ten players (eight in 4-per divisions) constitute a team (it is not mandatory to have five/four substitutes). **No more than 10 (8) players may be on any roster!!!!** **If a person quits the team, his name will still stay on the roster till the end of the session. All "B" Division teams may only have either 2 "A" or 1 "Master" and 1 "A" player on their team. You cannot have 2 "Master" players playing during the same match on the same team. Short Session teams can have only 1 "A/Master player.**
2. **If a team is missing a player**, the absent player in 8-ball receives **half their average**. The opponents receive 10 points each and credit for the games.

3. A team must have at least two original players (two for 4-per divisions) to make a match, unless approved by a League Coordinator before the match starts.
4. **Substitutes**; each team may use up to two subs in the line-up before the start of play. If a substitute starts a match, the substitute must finish the match. It is up to each team to decide if their substitutes will pay the \$5.00 weekly fees or if the team will pay the weekly fee. *** ALL SUBS (8-BALL & 9-BALL) MUST PAY THE SANCTION FEE THEIR FIRST NIGHT OF PLAY.** If you are having 2 subs that do not have an established average, one will go in the 2nd position and the other will go in the 3rd position. **If a player doesn't have an established average and plays less than 4 games, they get 0's in any game not played. Player's averages will only include games that have been actually played.**
5. New players can be added to team rosters up until the last six weeks of the season. After six weeks it is on a case-by-case basis as determined by the League Coordinator (we do not want any team to have to fold). Changing a player between two teams may be considered for extreme cases. If that happens, that player will become a rotating sub. *** Only subs listed on the "Rotating Sub Roster" can play on more than one team, in any league division.** (Example: Monday Men's (OPEN) will have several divisions (these are not treated as separate leagues). A player cannot play on one team in division X, and then go play on another team in division Y, unless that player is listed on the "Rotating Sub Roster." **Rotating subs may not play on more than one team in, the same night.**
6. **The League Coordinator will compute new player averages after their first night of play.** The League Coordinator (or Captains if they know how), will compute an average for the new player.
7. **Team Forfeits:** The forfeiting team will receive 75 pts for a team score and no credit for weeks played by individual team members (doesn't affect individual averages). The winning team will receive their "team point average" after the first complete round of scheduled play (but no less than 120 pts). Players will receive credit for a week played, but scores will not affect individual average. All monies from both teams are still required. **If a team forfeits in the last 2 weeks of league, that team will be penalized \$100 for each week they forfeit in the last 2 weeks.**
8. If a team drops from the league in the middle of a round, those teams who have not played the dropped team will be awarded 120 points. If a team previously played the dropped team, regardless of the outcome, they would keep their score as it was played. At the end of the round, each team that didn't get to play the dropped team, will then receive their team average in place of the 120 points. Any subsequent rounds would be treated as a bye and each team would receive 120 points.
9. Teams that have won a "B" or "C" Division in league and return the next year with 3 or more of the same players, that team will automatically be placed in the next higher division for the next year. If that team fails to perform in the higher division the next year, the league coordinator may return them to the lower level.

*** IF A TEAM FORFEITS TWO CONSECUTIVE WEEKS (OR MORE THAN FOUR WEEKS TOTAL) IN THE SEASON, THEY WILL BE (1) DROPPED FOR THE CURRENT SEASON, (2) FORFEIT ALL RIGHTS TO ANY POINT MONEY EARNED, AND (3) REFUSED FUTURE MEMBERSHIP UNTIL ANY & ALL PAST LEAGUE DEBT IS SETTLED.**

C. LINE-UPS

1. Line-ups will be placed on the score sheet by the HOME team captain first. Players are listed **by individual averages from low to high** in the 5-Person Divisions (4-player Divisions may play in any order because a "round robin" format is used). This protects the players with lower averages from playing the higher average opponents. The player with the lowest individual average will play in the #1 position, and the highest average will play in the #5 position. **New players or known forfeits will play in the #3 position.** If you have 2 new players the 2nd player will go in the #2 position. The visiting captain does the same according to averages. The captain of a team that has less than five players available (four for 4-per or Scotch Doubles) must notify the opposing team captain before play begins.
2. **AVERAGES;** (for 5-Person only) if your team has players with a 7.21, 7.32, 7.43, 7.54, and a 7.65 average, those players must go in order counting the hundredths. If you are missing a player and need to use a straw,

place the missing player in the appropriate spot with their average. Draw a line through their name and write STRAW above it. The straw player will receive half their average for game points, and the opponent will receive 10 points for the game.

3. Handicaps will be figured after the 3rd week of play, then added to each team's scores for the first 3 weeks of play, where applicable.

4. NO PLAYER SHOULD EXPECT BLANKET PERMISSION TO "PLAY OUT" EVERY WEEK.

Captains should remember that "playing out" is a courtesy extended to you and your players by the opposing team. Please have a good reason for playing out (illness, work, etc). If one of your players continuously needs to "play out," you should look for a substitute (regardless of his/her average), or contact the League Coordinator to help find a new player. Captains will mark on the score sheet each week, if a player is required to "play out" and the reason for it. The League Coordinator will track the frequency of requests and monitor those that abuse this privilege.

OFFICIAL RULES OF PLAY

The River City Billiard Association plays by the VNEA rules, and those rules shall have precedence except where specifically in conflict with the following written exceptions of the Charter of the Association.

Cue ball: The small Valley "red dot", "plugged" or "cougar" cue ball is the **preferred** cue ball for league play, however, other sizes of cue balls are used (and legal) in different charter holder locations throughout the Omaha 8-Ball/9-Ball League. Only through attrition will charter holders replace old tables with ones that will accept the smaller cue type. **Size of cue ball will not stop or postpone league play since it is the same advantage and/or disadvantage to both teams.** Equipment can be changed or replaced once a match is started **only** if both team captains agree. Otherwise, once a match starts with one size cue ball, it will finish with the same size ball. NOTE: If both team captains agree on a cue ball other than what is furnished at that location, then they can play with that one cue ball (2006). Your team captain can check out a cougar cue ball from NTS for league play, but will be responsible for returning that ball at the end of the session. If it is not returned at the end of the league session, your team will have a \$25 fee taken from their end-of-the-session league payout.

Pool Tables: If there is a problem with any of the equipment, notify the owner of the establishment that you are playing out of, and it will be the owner's responsibility to notify NTS so it can be corrected.

NTS Equipment: **If at any time the League Coordinator thinks that someone may have damaged NTS equipment (such as throwing a cue ball at the table, etc.), the league coordinator will call a service tech to inspect the equipment. This will cost that player \$100 for the service call. That player will also pay for any damage to the NTS equipment that is in question. If not paid, that person will be banned from any NTS event until it is paid.**

USE THE VNEA RULES IN YOUR HANDBOOK with the following exceptions:

A. 8-BALL ON-THE-BREAK; Use option #2 in the handbook. During League play, making the 8-ball on the break is not a win or a loss. (This League will follow the same rules used at National competitions). If an 8-ball is pocketed on the break, that player may ask for a rerack or have the 8-ball spotted and continue shooting. **A game can't be won or lost with an 8-ball on the break**, regardless of what is pocketed on the same shot. If a player makes the 8 on-the-break and scratches the cue ball, the opponent then has the same options mentioned earlier. This seems fairer to the inexperienced player and makes you shoot for your 10. The League Coordinator for awards purposes will track 8-ball breaks.

B. PROTEST PROCEDURES; exception to the rule in the VNEA handbook.

1. Only team captain's have the authority to protest. It must be given to the League Coordinator in writing

within 48 hours after the match. A deposit of \$10.00 is required with the protest and will be returned if the decision is in your favor.

2. A game (or match) may be played and finished under protest, which may alleviate the original protest.
3. A deposit of \$50 is required with appeals to a protest vote. The decision of the charter holder, NTS and the League Coordinator is final.

C. FORFEITS: exception to the rule in the VNEA handbook.

1. 8-Ball: If a team does not show up for a match, the winning team receives the equivalent of their team average after one full round of play through the schedule (but no less than 120), and the equivalent 8-ball games/around points if necessary. The League Coordinator will use highest 5 averages to determine team average for the forfeit winner. The forfeiting team will score 75 points. Both teams must pay monies owed to the League to receive any further points. Individual averages will not be affected by forfeit matches. Winning team players will get credit for a week played.

* Every effort should be made by both teams to schedule a make-up match; however, no make-up will be scheduled after 2 weeks from the original match date (except for bad weather).

If a team forfeits in the last 2 weeks of league, that team will be penalized \$100 for each week they forfeit in the last 2 weeks, and will not receive any league payback money.

D. UNSPORTSMAN-LIKE CONDUCT: exception to the rule in the VNEA handbook.

Adopted on February 1, 2012

The Tournament Committee has adopted a 3-step disciplinary process however, based on the severity of the Unsportsmanlike Conduct; a lesser step could be skipped over in favor of one of the more severe steps.

Disciplinary letters will be retained for 3 years at NTS. If no further incidents occur after 3 years, the letter will be removed. Disciplinary action can only take into account what is currently on file at NTS.

These rules will be enforced 15 minutes prior to starting the match and 15 minutes after the last game of the match is played.

1st Occurrence = Warning – suspension of one week of scheduled league play.

2nd Occurrence = Probation – suspension of two full weeks of scheduled league play, and forfeits rights to play in the end-of-the-season NTS League tournaments. (If probation is at the end of the season, that player(s) would forfeit their right to play in the NTS league tournaments for the next season of league they play).

3rd Occurrence = Suspensions – After the first two letters, **or if** the severity of the infraction warrants stronger action.

The committee will decide the length of any suspension.

E. New SHOOTING WRONG GROUP OF BALLS OR RUNNING FOUL: There is no ball group switches. You can continue to shoot the wrong set of balls until a foul is called.

F. New OPEN TABLE SAFETY: You must call the ball, pocket and the safety

G. HOW TO HANDICAP AND KEEP SCORE

The River City Billiard Association and NTS have adopted the Valley system for handicapping and scoring. It is the simplest, most easily understood of all systems and it adjusts to most National organizations we play. It is based upon player averages and team handicapping.

8-Ball: In scoring, each player receives one point for each of his/her group of balls (stripes or solids) legally pocketed, plus three points when the 8-ball is legally pocketed. This makes a total of ten points per game. **A player is always credited with 10 points when he/she wins a game.** If the 8-ball is legally pocketed on the break, the breaker will get credit for an award, but it is not a win or a loss of game. “Captains will check the GBB (Game Ball Break) box for that game(s) on the scoresheet so the League Coordinator can track for awards.” The loser of a game can never score more than 7 points.

a. (New) Averages are calculated by dividing the total number of points a player wins by the total number of games played. Use (9.23, 8.45, etc., to the hundredth) to add all individual averages to get the total team score. All individual averages are added together to get the team handicap. Subtract the smaller team handicap from the larger team handicap, and 90% of the difference is used to "spot" the weaker team per round (with a

maximum of 14 points a round). To act as a deterrent for sandbagging, players will shoot “straight up” for the first three league nights. The league Coordinator will then compute the 3-week average and apply it retroactively to the first 3-week scores. This will then become the player’s beginning average. If your team has players with a 7.01, 7.12, 7.23, 7.34, and a 7.45 average, then those players are to be put in the order of lowest to highest counting the hundredths.

Example:

Team #1	Team #2
Player average is 4.25	Player average is 7.25
Player average is 5.75	Player average is 7.50
Player average is 7.25	Player average is 8.75
Player average is 8.56	Player average is 8.86
<u>Player average is 9.33</u>	<u>Player average is 8.85</u>
Total Team Avg = 35.14	Total Team Avg = 41.21

Difference between the two teams is 6.07, and 90% of 6.07 = 5.46. Handicap would be 5 points per round for team #1.

b. When a **player is absent** and is considered a straw player for a match or any of the rounds in a match, half his/her current average (or a score of 5, whichever is lower is entered for his/her score in the rounds missed). Teams may “play around” or skip team members for the first round only. The opposing players each receive a 10 for the win. (Handicap is still used for the missing player).

c. A **first-time player** completes his/her initial rounds (depends what division), and then team captains will compute the new player’s average to add into “team handicap” on the scoresheet. Future averages will be figured weekly by the League Coordinator. **First-time players with no average will be put in the #3 position on the score sheet. If there are two new players, they will go in the #2 and #3 positions.** Filling the #3 position, the new player will be required to play the low, middle and high averages on the opposing team, and prevent any team from bringing in “a ringer” to play only the low average players. Since new players do not have an average until after their first three or four games, team handicap won’t be computed until the end of the night.

H. WOMEN’S LEAGUE SCORING:

The following are for the Wednesday night Women’s league if we have one. Each team is allowed more than 2 “A” players to play on a team in this league, which means you can have 4 “A” players play on your team in one night.

This league will use 100% handicap. One extra point will be given to the team for each non “A” player. There will be a cap of 14 points per round.

For example:

100% Handicap is 8 points per round to Team #1
 Total team “A” players for Team #1 is 2
 Total team “A” players for Team #2 is 4
 2 points per round will be given to Team #1 for “A” player points
 Total points to Team #1 is 10 points per round

Team #1 would receive 8 points per round for handicap, plus 2 points per round because Team #1 has only 2 “A” Players and Team #2 has 4 “A” Players. The difference of “A” players between the two teams is 2. This would make a total of 10 points per round for Team #1.

I. 9-BALL RULES; USE the rules in the VNEA handbook

For 9-Ball scoring use the Team format option #2 in the VNEA Handbook.

**Table Runs: If a ball is not made on the break, and the next person up runs the table it is a TR

J. SCOTCH DOUBLES; use the rules in the VNEA handbook with the following exceptions;

A. **8-Ball on the Break:** Use option #2 in the handbook. During League play, making the 8-ball on the break is not a win or a loss. (This League will follow the same rules used at VNEA National competitions.) If an 8-ball is pocketed on the break; the player may ask for a rerack or have the 8-ball spotted and continue to shoot. A game can’t be won or lost with an 8-Ball on the break, regardless of what is pocketed on the same shot. If a player makes the 8 on the break and scratches the cue ball, the opponent then has the same options mentioned

earlier. This seems fairer to the inexperienced player and makes a player shoot for their 10 points. The League Coordinator for awards purposes will track 8-ball breaks.

B. Play will be alternate shot. There will be one time out (coaching) per game, per team, which can't be any longer than 5 minutes.

Weekly fee is \$6 per person (\$24 per match per team).

D.If a team drops out in the first half of the schedule, those teams that have already played the dropped team will keep their points, and the teams that have not played the dropped team will get their team average. Each team will receive 120 bye points for the dropped team in the 2nd half of the session. Each team will still have to pay for that week in order for it to qualify for a week earned.

F. Teams will not pay for bye weeks as it does not count as a week earned.

Questions concerning the policies, procedures, and guidelines established for the River City Billiard Association by the charter holder NTS should be directed to Nancy Hodges or Brian Leisure @ 592-1555.

90% HANDICAP CHART

<u>1 X 90%</u>	<u>1</u>
<u>2 X 90%</u>	<u>2</u>
<u>3 X 90%</u>	<u>3</u>
<u>4 X 90%</u>	<u>4</u>
<u>5 X 90%</u>	<u>5</u>
<u>6 X 90%</u>	<u>5</u>
<u>7 X 90%</u>	<u>6</u>
<u>8 X 90%</u>	<u>7</u>
<u>9 X 90%</u>	<u>8</u>
<u>10 X 90%</u>	<u>9</u>
<u>11 X 90%</u>	<u>10</u>
<u>12 X 90%</u>	<u>11</u>
<u>13 X 90%</u>	<u>12</u>
<u>14 X 90%</u>	<u>13</u>
<u>15 X 90%</u>	<u>14</u>
<u>16 X 90%</u>	<u>14</u>

CAP OF 14 POINTS PER ROUND

Example:

Team #1 has 43 pts total team average

Team #2 has 33 pts total team average

43-33=10 which would be 9 points handicap per round for team #2 because they have the lower average.