

Chico Men's Pool League Information & Procedures

1. READ THE RULES

- It is every player's responsibility to read and understand all the rules prior to league play.
- Possible rule changes, additions, omissions, and updates will be conveyed to the captains from the President. It is the captain's duty to convey these on to his team. Sportsmanship is top priority and the basis of all rules, implied or otherwise.
- Any pertinent information regarding the Chico Men's Pool League (CMPL) will be posted at the league website – www.chicomenspoolleague.com. All CMPL players are encouraged to become registered users on the site to aid in league-wide announcements. Player's names and pictures will be publicly viewable on the site, therefore if you object to having these shown, please notify the President – chicomenspoolleague@gmail.com.

2. LEAGUE

- All teams play on Thursday nights at 7:00 PM sharp ('real', 'cell phone' time – not bar time). Failing to yield 4 players by 7:00 PM will result in a forfeit (see section 5a – Procedure).
- For 2018-2019, there will be one conference of 14 teams. In some years, with an even amount of teams, we may decide to have 2 conferences for the 14 teams – 7 in the 'Solids' conference, 7 teams in the 'Stripes' conference. These conferences will be seeded by prior season's final standings. #1 seed/place goes to Stripes, #2 and #3 went to Solids, #4 and #5 went to Stripes, #6 and #7 to Solids, and so on. Teams will play each other team in their conference twice (once at home, once away) and the teams from the other conference once.
- No make up matches, unless by an act of God. If a match needs to be made up, the two teams involved will decide (with the President) on a time and place as soon as possible.
- Any complaints or changes must be written on the back of the home team's score sheet or they will be invalid.

3. ROSTERS

- Team captains are responsible for turning in the team rosters to the President by the first night of league play. Team sponsorship fees and a minimum of 7 player's fees needs to be paid by the Tuesday after the 2nd week of play, as well as any updates to the player roster.
- Rosters must have a minimum of 7 players, remaining 4 may be added after the beginning of the season with notification to the president. There is no waiting period for these players.
- If at any time during the year a team carries the full 11 player roster you must wait 1 week (1 match night) after dropping a player to be able to add a player.
- Replacement of players is permitted following 1 week notice to the league president.
- Exceptions to these stipulations are 'alternate' players. These alternates, or substitutes, can pay \$5 at the beginning of the season and be used as a substitute at any time as needed by their captain. Or, a captain can add an alternate during the season with advance notice and the same \$5 payment to the President and use him during upcoming nights. The \$5 alternate payment only covers 3 match nights (either a 3-game match or beer frame, or both). If the alternate wants/needs to play in 4 or more nights, they must pay the remaining \$20 to be a 'full-time' player, and a spot on the 11 man roster needs to be made (if applicable).
- Teams can have a maximum of 4 alternates at one time during the season. Adds require drops if you already have four alternates, or you can move an alternate to the active roster for an addl. \$20, and if room permits.
- Adding and subtracting of players is done by writing on the back of the home teams score sheet. (see section 9a. – Pay Before You Play), and accompanying the \$25 player fee (or \$33 if late).

4. PLAYERS

- All players must be 21 years of age. Although the leagues name implies a 'mens only' league, it is open to both genders, any ethnicity, any sexual preference, or any other classification. Those that do discriminate, bully, harass, or act in any way not in compliance with our core values towards another player will be removed from the league, permanently.
- Because of the mutual relationship between the CMPL and the bars that help fund, support, and foster it, players that are not eligible to be in the host bar (i.e., "86'd") are not eligible to play league matches. The CMPL positive image is vital in continuing the relationship with the host bars, therefore continuing the league for years to come. Captains are responsible for their player's eligibility. Playing illegal player(s) will result in a **match** forfeit. (See rule 4.d.)
- No player may play for more than 1 team. Dropped players may not play on another team during the current season unless they officially drop from one team and add on to another team within the first 4 weeks of the season. This can only happen once per season per player.
- Playing illegal players will result in forfeiting the ENTIRE MATCH (11-0). Opposing team score will count, as well as for individual scores/stats (if played).

5. PROCEDURE

- The home team's captain will submit 4 players' names to the visiting captain by the start time. The visiting team then submits 4 opponents. These 4 players must be present at 7:00pm. If the first 4 players listed are not visible and present by 7:05pm, the opposing team has a right to forfeit the match. After the beer frame, the home team captain only needs to submit 1 player at a time. 'Present' players must be visible (in the bar) to both captains. Players need to be ready to start within 5 minutes of the start time (7:00pm) or the end of the previous match. Failure to do so, or communicate with the captains, will result in a game concession, one game for each 5 minutes

of a no-show (see rule 5.e.i). Use the bathroom, smoke, or buy drinks on your own time - not your opponent's! This will be an area of emphasis for 2018-2019. Continual abuse should be reported to the President for more action.

- b. If the first four players are not present by 7:05pm, the night will end in a forfeit, no individual stats. The 'winning' team will get 11 points during the first month of the season, or their weekly average score for the season to date after the first month (or 11 points, whichever is greater). The 'losing' team would receive zero points. If both teams do not have their first four players, the team who first has their four present will win by forfeit (11-0). If by 7:30 both teams still do not have their four players, the match will end in a double-forfeit (0-0). Unless the reason is due to an act of God, or the President approves otherwise, there will not be a make-up game.
- c. Each bar will designate their intended match table(s) prior to the season at the captain's meeting so opposing teams will know in advance which table(s) to practice on prior to the night. Table numbers will be designated on the printed/posted schedule (the number will be in parentheses next to the bar – example: Team (x) – x equals table number) as well as the online schedule (look under 'match details' and/or 'match code'. The opposing team has exclusive use of said table to warm up on (for free) for 30 minutes prior to the start of play, ideally from 6:30 to 7:00pm. If their table time starts late (say 6:40), they still get 30 minutes (until 7:10). In some instances, due to a bar's physical accommodations, or due to schedule limitations, a practice table may or may not be available throughout the night. Practice time would then be limited to that 30 minutes or arriving early enough to play on the table as available before 6:30pm, but no guarantees before 6:30pm.
 - i. For the 2018-2019 season,
 1. Tables #5, #7, and #10 have been designated as Down Lo's three official tables, for the regular season and playoffs
 - a. Generally, Stickmen on table 5, Playa's on table 10, I Cue and Rack Pack on table #7 (and #5 or #10) (see schedule).
 - b. These three tables will be the only tables used during the playoffs as well.
 2. Oasis teams will be using 2 or 3 different tables on their match nights. Tables 1, 2, and 4. Prior to the season, it was determined (mostly random) which of the home teams played where, as designated on the schedule(s).
 - a. If two Oasis home teams are playing each other, they can mutually agree to play on a different table than the one provided, given:
 - i. It's table 1, 2, or 4
 - ii. Switching does not affect the other scheduled table assignment(s).
 - b. These three tables will be the only ones used for the playoffs as well
 3. The Tackle Box table will be the one closest to the rest room(s), for the regular season and the playoffs.
 4. The Eagles and Duffy's have one table at their location in use, for the regular season & the playoffs.
- d. Each player will play 3 consec. games. 3 games will constitute a match, 7 matches will be defined as the league night.
- e. Any team failing to yield 7 players before the end of the night will forfeit the number of players times 3. These **forfeited** games will not count towards an individual's win or loss record but will be counted for team score.
 - i. Games are **conceded** when the intended player (whose name is on both scoresheets) cannot (or will not) play, or doesn't show within 5 minutes of the end of the prior match. Conceded games, for whatever reason, are counted as losses – the conceding player gets 0 points out of 3 games 'played', the willing opponent gets 3 points out of 3 games 'played'. Captains can agree to waive the forfeiting games, if they don't desire the points, by substituting another player or waiting (for example), as long as both captains agree.
- f. If a player commits a foul, only the players in that game and team captain(s) may call the foul.
- g. Each captain will be provided a league-standard cue ball to be used in all matches for the season. Lost cue balls will be replaced at the captain's expense during the first 3 seasons of issuance. In the 4th and subsequent years, the League will pay for its replacement

6. BEER FRAME

- a. Beer Frame is played after the fourth match consisting of 2 players from each team in a best of 3 game match of Scotch doubles format.
- b. A lag or coin flip (player's choice) to decide which team will break.
- c. Players on a team alternate each shot, even from one game to the next
- d. When a team is at the table, they may quietly discuss anything they please, including strategy. Beer frame teammates still can't discuss strategy with any other player or spectator.
- e. The losing team (bar) will pay for both teams' player's one domestic beer/well drink for the night. All legal roster players in attendance will receive one drink. A maximum of 11 drinks per team will be awarded, at a price of no more than \$3.25 each. The captains need to report to each other how many roster players they have in attendance (playing or not, up to 11) that night prior to the beer frame. These names are reported on a list given to the bartender. The losing captain has 2 options of paying the home bar for the beer frame drinks. 1) They can pay right after the beer frame loss for everyone on the reported lists, up to 11 per team, whether the name is crossed

off or not. 2) The captain can wait until the entire match is over and pay for just those players whose names have been crossed off (up to 11 per team). If the losing team does not pay for the beer frame that night their team will lose 10 pts. on that night's score sheet. The 10 points deduction does not affect individual scores.

7. WINNING TEAM

- a. After playing the entire league night, the team with the most games won is the night's winner. The maximum score a team can have is 21, and the winner is essentially the first to 11 points. Wins and losses are not used to determine league standings. Standings are based on a running total throughout the season. Beer Frames do not count towards team stats or standings, but team Beer Frame wins are tallied for an end of the year team award and individual wins are recorded simply for statistical purposes.

8. NO COACHING

- a. Any assistance (verbal or non-verbal) by a teammate or spectator during his match is a foul.
 - i. Exception: the shooter's *captain* may interrupt the game to tell his player the following information:
 1. Which group of balls he is (if he calls the wrong set, or looks like he is about to hit the wrong set)
 2. That he has ball in hand (if he calls a shot without moving the cue ball, or looks like he is about to hit the ball without moving the cue ball) in a 'ball in hand' situation
 3. That the balls are aligned in such a way that a 'push shot' or 'double hit' may be inevitable and could be called by the opponent (or his captain) if care is not taken and a proper stroke is not taken. The captain can't help with any strategy or game play, just guidance in preventing an impending possible double-hit or push shot.
- b. As with any rule, any manipulation of this to coach or assist their player's strategy or free-will will be deemed a foul and unsportsmanlike. Because this is a captain manipulating the rule to his team's advantage, further disciplinary actions can and will be applied. Any non-captain instructing his teammate as laid out in rule 9(a)(i) will constitute a coaching foul.
- c. Discussions with the shooter should be kept to a minimum so as not to appear to the opposing captain as if gameplay advice or coaching is taking place. Discussions, if warranted, should take place in an area where both teams captains can hear what's being said.

9. SCORE SHEETS

- a. Must be signed by both captains. The home team is responsible for handing in the score sheet no later than 5:00pm the following Monday at the Oasis. Captains may also scan and e-mail (both sides if applicable) their score sheets to chicomenspoolleague@gmail.com or fax their score sheet to (530) 343-0416 (Cal Skate). Picture-texts are also acceptable (if LEGIBLE and CLEAR – please proof it before sending), sent to 966-5632. Late score sheets will be accepted with a late fee of \$1.00 per home team point. If not received by the following Wednesday, the home team will forfeit their games and the opponents score will remain as is. Individual scores will remain for their stats. Visiting team captains should also keep a score sheet in their records with both captains' signatures to aid in possible future discrepancies.
- b. BOTH captains need to proof the score sheet before BOTH sign it and check for the following:
 - i. Player's last names or initials, especially when more than one person has the same first name
 - ii. Nicknames are not used, except when extremely obvious (i.e. veterans of the league) or used with their real name and initial
 - iii. The individual scores and total score is correct
 - iv. Any 'Break and Run' check boxes are signified, or false ones are corrected.

10. PAY BEFORE YOU PLAY

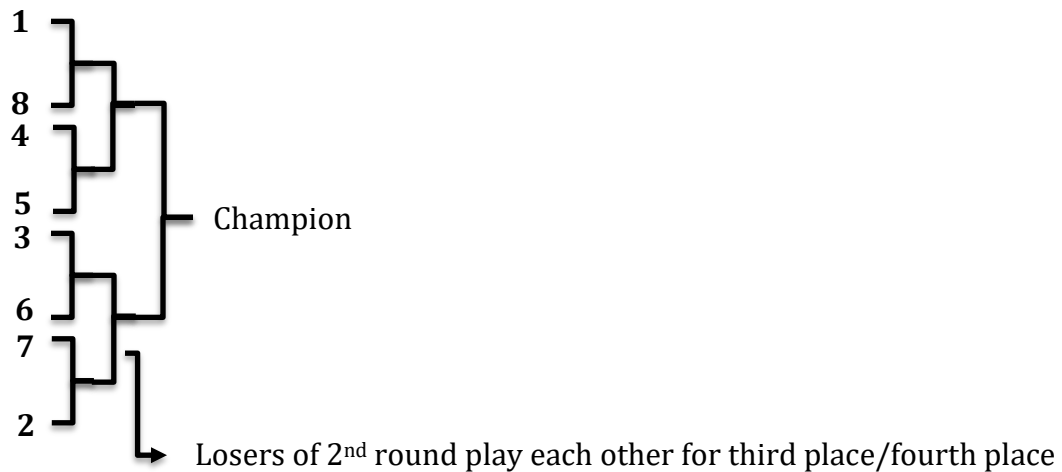
- a. Sponsorship and player fees must be paid before a team or player may participate in league play. Sponsorship fees are \$40 per bar, per team, and individual full-time player fees are \$25 (\$5 for alternates – see section 3(e) for more info). Legally added (and dropped) players need to be noted on the back of the home team's score sheet (first and last name, and phone number) as well as the \$25 player fee (\$5 alternates). All fees can be hand delivered to the president, or left in a descriptively labeled envelope to the bartender (or preferably Stacy) at the Oasis. Added player's fees need to be received by the following Monday to enable their points and the team points to be counted. Late adds (after the Monday following the match) will be imposed an \$8 late fee (\$33 instead of \$25). If the player still isn't paid by the following Thursday (7 days from his first game), he loses all acquired points and is an ineligible player. Playing an ineligible player will constitute a forfeit of the entire match, 11-0 win for the opponent (or more – see forfeits in section 5(b) for more). Played games will count towards individual stats. Late bar sponsor fees are subject to a \$10 penalty if not paid by the first league game. Leaving money with a bartender (not Stacy) or in the wooden box at the Oasis is done at your own risk. The CMPL and Oasis are not responsible for lost or stolen money. The only guaranteed way is to physically hand the money to Stacy or the President. *Asking for a receipt is highly recommended.*

11. PLAYOFFS

- a. Team playoffs are as stated on the schedule. In order for an individual to qualify to play in the playoff they must have played in 6 nights – either as a regular shooter, or as a beer frame shooter, have their dues/fees paid, and be in good standing. The top 8 teams according to total points will be eligible for the playoffs, and seeded according to

the final posted standings. The other teams below the top 8 will be in a separate seeded tournament for the 'B' trophy (NOT in 2018-2019).

- b. For the A-Trophy bracket, #1 Seed will play #8, #2 plays #7, #3 vs #6, and #4 vs #5.



- c. Any discrepancies or correction appeals must be made to the President within 72 hours of the final night to have any chance of change. No player may be added to your roster 1 month prior to the end of the regular season.
- d. All normally played and authorized tables that were used as league tables throughout the season can be used in the playoffs. If the need arises, the president may enable a suitable table as a substitute.
 - i. See section 5(c) for eligible tables within the home bar
- e. During the playoffs, captains can put one player up on the score sheet at a time (again, home team first as usual). They do not need to put up their first 4 players as procedure dictates in the regular season.
- f. New for 2018-2019, a coin flip (or lag) will determine which team puts up a player first. The teams then alternate putting the next player up for the rest of the night.
- g. First team to 11 points wins the night. Beer frames and subsequent games are captain's choices.
- h. Team standing ties will be broken by the team's head-to-head win total. Coin flips will be the 2nd tie breaker level.

12. THE 'CHARLES LINTZ TOP SHOOTER TOURNAMENT'

- a. Top 8 players (determined by win percentage) will play in a single elimination race to 3 (or 5) tournament. The first 2 rounds will be a race to 3, the championship (3rd round) will be a race to 5. Whoever comes out on top is the champion. To be eligible for the Charles Lintz Top Shooter Tournament, the player needs to have competed in at least 75% of the total games possible for the current season.
- b. Matchups will be based on final winning percentages, not a blind draw. #1 Seed will play #8, #2 plays #7, #3 vs #6, and #4 vs #5. See playoff bracket in section 11(b) for structure, minus the 3rd/4th place match.
- c. Players that are tied in the final Top Shooter standings will be decided by how many games the shooter has played during the season – the tied player that has played in more matches will win the tie-breaker(s). Coin flips will then be used as a secondary tie-breaker, or a tie-breaking (race to 3) match to be worked out with the President.
- d. Fouls will be called by a referee in the final match.
- e. Top Shooter Tournament location will be decided at the captains meeting in October. It will be voted on between the eligible locations available that season. An alternate, suitable bar may possibly be used if unforeseen circumstances arise and the originally selected bar is unavailable.

13. SEASON AWARDS

- a. At the end of the playoffs, both Chico Mens and Womens Pool League players meet for an award ceremony, BBQ, and raffle at a (suitable) bar chosen before the season at the captain's meeting. Standard awards include, but aren't limited to:
 - i. League Championship Team, 2nd place, and 3rd place trophies
 - 1. Individual and team/bar trophies
 - ii. "Best of the Rest" Championship team – 'B' Trophy
 - 1. Individual and team/bar trophies (NOT in 2018-2019)
 - iii. Beer Frame Team Champion trophy
 - iv. Top-Shooter Tournament trophy and/or patch
 - v. Most Improved Player(s) trophy and/or patch
 - 1. Year prior to current year comparison
 - 2. For players shooting more than 75% of the total matches in both years
 - vi. Most improved Team(s) trophy
 - 1. Year prior to current year comparison