



POOL LEAGUE ABOUT YOU (PLAY) BYLAWS

About PLAY

PLAY is the newest pool league in the Augusta Area encompassing a two-county region. The league is managed and operated by Snuggles Scott. The league was named **PLAY**, because through membership driven representation, **PLAY** will provide ample opportunities for everyone to engage in the exchange of ideas and adapt accordingly to those changing needs and desires, which makes this a "**POOL LEAGUE ABOUT YOU**." Our ultimate goal is to branch out and provide leagues in numerous counties with equitable weekly competition, exciting tri-county events, an outstanding Overall Team Championship, as well as other opportunities throughout the year.

Contacting the League Office

Before contacting the League Office, please read the related sections in these Bylaws. This may answer your questions. When contacting the League Office, please have ready the division, team name, and membership numbers that are necessary to identify the team/members that you will be discussing. Also notify the office immediately of any address or telephone number changes. We frequently mail notifications to specific members, and this allows the League Office to provide you with the most efficient service. You should leave "voice mail" messages whenever you cannot contact someone directly.

HOURS OF OPERATION: Monday – Friday (10:00am – 6:00pm)

CONTACT Number: 706.495.2370

EMAIL: poolleagueaboutyou@gmail.com

WEBSITE: www.poolleagueaboutyou.com

Follow us on FACEBOOK

PLAY Privacy Policy

PLAY takes your privacy very seriously and does not sell the personal information of our members. Keep in mind, the personal contact information gathered by **PLAY** is used for contact purposes only. We will not provide phone or email addresses to the general public or for any other reason other than **PLAY** business. Please do not call the office looking for a friend's number, etc.

THE LEAGUE STRUCTURE

League Year

The **PLAY** League Year consists of two (2) or three (3) sessions beginning per calendar year lasting 10 to 24 weeks. The length of the season depends on how many teams sign up. Team Shoot-Outs for each format and an Individual Tournament (10 player minimum) will be held at the end of each session. There will be no matches on the following holidays: Master's week, 4th of July, Memorial Day, Labor Day, Thanksgiving, Christmas & New Year.

League FOUNDER/OPERATOR/TREASURER: Snuggles Scott

The **League Operator (LO)** is a professional administrator. The **LO** will provide you with schedules, score sheets, team and individual standings, website updates, special events and make sure all other League affairs will be handled promptly and accurately.

The **Treasurer** will deposit all monies and maintain accurate financial reports and receipts for all purchases and payouts, which require unanimous approval of the Executive Board. She also assures proper disbursement of awards, prizes and provides each format an individualized session end financial report.

League Representative

The **League Representative (LR)** serves the interest of the members by assuring all suggestions are recognized and that the open-door policy remains in effect. Assist in the assembly of registration packages, pick up score sheets; and assist in the preparation, set-up and clean-up at the Awards Ceremony; knowledgeable of the Bylaws and General Rules and will be able to answer any of your questions or concerns. Authorized to accept payments and score sheets on behalf of **PLAY** after matches.

Team League Organization

- **The Division:** A division consists of several teams (from 4 to 11) competing with each other in a set schedule. A division will be split into separate divisions if 12 or more teams sign up. The Divisions will be labeled as A, B, C, etc.
- **Ladies:** Teams consist of three female (3) players and a maximum of two substitute players.
- **Open:** Teams consist of five (5) players (all men, all women, or a combination of both) and a maximum of three substitute players.
- **Couples:** Teams consist of six players that form a 3 couples' team (1 male and 1 female) and a maximum of two ladies and two men substitute players. Partners will alternate shots, using the "Jack and Jill" format.
- **Captains:** The Team Captain is responsible for distributing all league information to the team players, collecting membership dues and turning them into the **LO**, making sure scorekeeping procedures are followed and signed, and ensuring all rules concerning league play, etiquette, sportsmanship, and eligibility are observed. Captains are required at all captain meetings or have their co-captain represent them in their absence.

The Board of Governors

The **PLAY** Board of Governors (BOG) is an elected group of 3-5 individuals (non-**PLAY** members). The BOG is mainly responsible for rulings and issuing penalties for those members who commit rule infractions. Penalties may result in loss of points, suspension, eligibility, or suspension of membership. The **BOGs** are expected to maintain the highest level of integrity and any abuse, perceived or otherwise, of the position may result in immediate removal of the title. The **BOG** is the best way to ensure the various situations that can and do occur get resolved as fairly as possible. They also provide feedback to the Executive Board on Bylaws and Rules.

The Team Roster

All individuals that sign up and register for a team will be recorded on the team's roster. If a player is added or dropped from the roster, you must turn in the appropriate paperwork and inform the **LO** of the change, so rosters can be updated.

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SESSION START-UP

Proper ID/Age Requirements

All members must have a valid photo I.D. and be 18 years or older.

****Note:** *If a Tavern age requirement is 21, players that are 18 are prohibited from match play at those locations. The age requirements are identified on the Tavern Locator.*

How Many Teams Can I Play On

A female member can play on one Ladies, Couples, and Open team; and a male member can play on one Open and Couples team.

Team Registration

To register a team, you will need to submit a Team Registration Form and Bar/Tavern Application Form (\$25 sponsor fee per team) at the time of registration. You can register a new team, existing team, or existing team/new member. If you are registering a new member on your team or a new team, please fill out the member's complete name and contact number. Also, make sure to complete the Bar/Tavern Advertising form, so we can promote their establishment on the website. Membership applications and dues can be submitted with the registration form or on the first night of match play. All previous **PLAY** members listed must have up-to-date membership dues. Couples must complete the partner's name sections. This is for individual standings only.

- 🕒 **Couples:** The partner you sign up with will be recorded as your partner for that session unless they quit. Individual points for games won will be awarded to the partners that initially signed up. If a partner is out and a sub plays in his/her place that couple's team will still receive the points. However, if you choose to switch partners for any reason or neither partner play, the points for games won will be awarded to the players that played that night.

Division Schedule

Your division schedule is produced at the beginning of each session. It shows the playing schedule for all of the teams in the division, as well as a list of all of the playing location addresses and telephone numbers. Schedules will be available for pickup at the host location (Five Pines) as follows: **1)** Couples by 8pm on the Saturday before your first match **2)** Ladies and Open by 8pm on the Monday before your first match. Schedules will also be available for printing on the website. The length of the session will be based on the number of teams that sign up.

TEAM FEES & FINANCES

League Payments

PLAY can accept payments via **PayPal, Cash App (\$PLAYLEAGUE8), cash, check, or money orders.** Make Checks or Money Orders Payable to **PLAY. (*see Cash App Scan)**



- 🕒 PayPal payments are accepted via the PLAY website, or directly from your personal PayPal account.

The League Office expects the team Captain to assume responsibility for its members and its finances. The following items describe the situations that might occur and the policies of the League Office regarding them:

- 🕒 Over-payment of fees will result in a "refund or player credit."
- 🕒 Returned check fee is \$35.00, to cover administrative overhead. The returned check fine and all outstanding fees (past dues) must be paid on the date indicated on the notification letter received from the **LO**, or the player will be suspended from match play until paid. *Only cash or money orders will be accepted for future*

payments.

- ☉ If your team should fold after the 4th week of match play, each member is responsible for their remaining individual session fees and will not be eligible for future membership until fees are paid.

PLAY Membership Application and Annual Dues

All New Members must complete a ***One-Time*** Membership Application and pay dues during registration or before the first match. Individuals must be current members of **PLAY** to participate in the League. Until further notice, annual membership dues are \$20 per member, *which allows a member to play in two different formats*. However, it will be an additional \$10 to play in all three formats (Ladies, Open & Couples). Players who join after the first session per calendar year will be charged prorated membership dues of \$10. Please do not play new/unpaid members, unless a membership application and dues are turned in with your score sheet. If not, they will be considered an illegal player and all points won will be awarded to their opponent. For membership to be considered **"PAID"**, it must be received at the Home Location "on time". **Annual memberships expire on December 31st**. Membership dues ***must be renewed by January 5th*** (applicable for existing or new session) Please give your membership application, dues, or renewal dues to the team captain for submission.

- ☉ ***Membership Renewals:*** Renewal notifications will be sent to all team captains by November 30th. If a player has ***not renewed by January 5th***, unpaid players will not be allowed to participate in match play until dues are paid. After the 4th week the player will be removed from the roster and will not be eligible to be added to any roster the remainder of the current session.

****Note:** ***Captains should verify that membership applications are accurately completed, and if necessary, make sure corrections are made prior to submitting to the LO or Home Location.***

Membership Cards

Membership card photos are taken during registration. If you do not attend, your photo should be submitted to the **LO** with your application, or ***within two (2) weeks*** of your signature date, via email, text, or by contacting the **LO** to schedule a time to have your photo taken. If your photo is not received, your card will be issued without a photo; and if identification is ever required you will have to show your Member ID and a government picture ID.



Session Fees

Captains should get in the habit of collecting the individual fees from players before the start of the match and log all payments on the ***"Payment Record Log Sheet"***. **Remember, this is a "weekly" player fee, not a "team" fee.** If your team has a ***"Scheduled Bye"***, the weekly fees are still due but can be turned in with the paperwork for your next scheduled match. Each Captain is responsible for turning in their team's weekly fees. ***DO NOT give your team fees to Home Team Captain to turn in.*** Fees can be turned in at the Drop-off location (*Five Pines*) within 48 hours by 6:00pm (Couples Weds. / Open and Ladies Sat.). Fees are as follows:

- ☉ ***\$90 each per session (Ladies & Open):*** \$20.00 on week one (1) and \$10.00 per week 2 thru 8
- ☉ ***\$72 each per session (Couples):*** \$9 week 1 thru 8

Weekly fees ***must*** be paid each night before starting a match. If a player does not pay, ***they are not allowed to play that night or any other night until fees are paid.*** If the score sheet is turned in with an unpaid player, those games will be forfeited and awarded to the opposing player. The unpaid player will not be eligible to play the next match night unless all fees are ***paid the day before the match.*** ***Captain or Player must notify the LO and provide a copy of the payment receipt, via text.*** If a sub fills in, the permanent player is still responsible for paying their dues no later than the next scheduled match night. *A sub is not allowed to play for a player with outstanding dues. ***Players with outstanding dues in one Division are not allowed to play in any Division until paid.***

****Note:** Weekly fees are due each week; Players are not allowed to play if dues are not paid. ALL fees must be paid by the 8th week.

End of Session Payout Structure

Allocation of monetary and other awards will be solely based on funds collected from each format individually, on a per session basis. Accordingly, individual financial reports will be available upon request for each format.

6-7 Teams pay 1st - 3rd

8-10 Teams pay 1st - 4th

11+ Team Options

- Split into separate divisions following the payout structure above (**11 teams split divisions: 6 teams pay to 3^d and 5 teams pay to 2nd**). The two (2) first-place teams will have a play-off to determine the Division Champ.

****No Team Shoot-Out***

- **Division A plays A, Division B plays B, Division A plays Division B.**

Payout Structure: 11 teams (pays to 2nd/3rd), 12-14 (pays to 3rd/3rd), 15 (pays 3rd/4th), 16-20 (pays to 4th/4th).

****Note:** If a team drops out during the session, the initial payout structure may change.

End of Session Payouts

Teams that place according to the “**End of Session Payout Structure**” will receive cash payouts and/or awards. Monetary payouts will be divided into five (5) cash payouts per Ladies/Open team and six (6) cash payouts, per Couples team. The cash awards will be distributed to the Captain/Team at the Awards Ceremony. Players, not present should contact their Captain regarding monetary and/or awards.

- If a player quits a team without justification to the **LO**, the player rights to any reimbursement of monies paid or end-of-session payouts/awards are forfeited. The replacement player is responsible for any monies due and will receive all monetary and/or awards at the end of the session.
- If a player contacts the **LO** requesting to quit a team for catastrophic reasons, a league meeting will be held with the players involved and the team to determine if the situation is catastrophic and justifiable. If the **LO**, **LR's** and the remaining players on the team deem it is justifiable at the end of the session if the team places, the player will be reimbursed the fees paid and the replacement player will be awarded the remaining monetary and/or awards at the end of the session.
- If a player paid in full gets injured and is unable to play the remainder of a session, the following will occur:
 - **Before the 8th week:**
 - The league will reimburse the injured player monies paid, and the replacement player will be responsible for the full session fee. If unable to pay in full, the replacement player should contact the **LO** to discuss payment arrangements. Monetary and/or awards will be awarded solely to the replacement player that paid the session fees.
 - **After the 8th week:**
 - If the team places, the injured player will be reimbursed the fees paid and the replacement player will be awarded the remaining monetary and/or awards at the end of the session.

WEEKLY TEAM POINTS

Match Play Per Night

- ☉ Couples & Ladies Division: 3 players and 9 matches (must have 2 players to start)
- ☉ Open Division: 5 players and 15 matches (must have 3 players to start)

Byes (Two Games Awarded Per Player)

- ☉ Couples & Ladies Division (3-Player) receives six (6) points.
- ☉ Open Division (5-player) receives (10) points.

WEEKLY TEAM PLAY

Couples play on Mondays, Ladies on Tuesdays, and Open on Thursdays. The official start time for all matches is 7:30pm, with a 10-minute grace period. However, make-up matches, and Team Shoot-Out matches may be played on other days of the week, including Saturday.

Table & Practice Times

- ☉ **Table:** The Home Team chooses the table for the games to be played on. However, if the selected table has damaged felt (tears, holes, etc.), and the establishment has a table(s) with undamaged felt, the Visiting Team has a right to politely request games be played on the undamaged table. However, if the team refuses, the visiting team should proceed with play and contact the League Office regarding the matter. It is the League's goal to provide all teams with the best playing experience on league night, therefore if a location has a table with damaged felt and a table(s) with undamaged felt, it will be requested by the league that all future games be played on the table with undamaged felt. If all tables are damaged, please contact the **LO**.
- ☉ **Practice Time:** The Home team practice time is from **6:30pm – 7:00pm**. The Visiting team practice time is from **7:00pm – 7:30pm**.
- ☉ **Practice Games:** If the home team location does not open the tables for visiting teams to practice, the players will have to pay for practice games at visiting locations.
- ☉ **Match Games:** If your home location does not open the tables for match games, the home team is required to pay for the games and will not be required to pay at visiting locations.

PLAY Match Formats

Ladies Match Format (Captains Put Up Players)

The captains will alternate putting up players. The visiting team Captain will put up a player of their choice for the first game and break. The home team will put up a player of their choice the second game and break. Captains will continue to alternate putting up a player and breaking the remainder of the night. **Remember, when you PUT UP FIRST, your player BREAKS!** Captains should be ready to put up players immediately (within 30 seconds) after the preceding game is over. It would be a good idea to think about who you would like to put up next before the end of the game. The captain has a choice of playing the same player or a different player each time, as long as three (3) games are played by each player during the match. The same players are not allowed to play each other twice. To avoid this from happening Captains should check or confer with the other Captain before the last three games to make sure what players have already played each other to ensure they put that player up against one of the remaining players that they have not played. The **LO** will monitor the score sheets to ensure players are not playing each other twice. If a player is matched up with player's, they have already played the penalty is as follows:

- ☉ The game will not be played (voided) and no point will be awarded to either player or team.

****Note: The LO will monitor score sheets to ensure players are not playing each other twice**

Couples & Open Match Format (Score Sheets are Completed Before the Match)

Couples and Open should have score sheets completed and exchanged ten (10) minutes (7:20pm) before match time, so matches can **start promptly at 7:30pm**.

Breaking

- **Ladies Format:** The Visiting team breaks the 1st game, and the Home team breaks the 2nd game. Breaks will continue to alternate for the remainder of the night.

****Note:** Remember, when you PUT UP FIRST, your player BREAKS!

- **Open Format:** The Visiting team breaks the 1st game, and the Home team breaks the 2nd game. Breaks will continue to alternate for the remainder of the night.

****Note:** Remember, if the box is SHADED, the Visiting Team BREAKS!

- **Couples Format:** The Visiting team breaks the 1st and 3rd rounds. The Home team breaks the 2nd round.

Score Sheet Instructions

● **LADIES MATCH FORMAT**

➤ **How to Start Score Sheet:**

Captains are required to complete all information at the top of the score sheet. Before the start of the match record the opposing team player names under opponents on lines 1-3 on the right side of the score sheet. This section is used to track the number of games played by each player and who they played. Names will be recorded on the score sheet each game when the Captains decide what player they are going to put up. Record the opponents' number next to the player's name for tracking purposes. If teams (or opposing teams) have players with the same name, make sure you write their last initial; if that's the same spell the first and last name out.

➤ **How to Mark Score Sheet:**

After each game mark one point "1" next to the player who won and zero "0" next to the player who lost. Also, shade in the circles next to the player's name when they win and leave the circle un-shaded when they lose. (●○○) Indicates player won 1st & 3rd game and lost 2nd game) If a player makes a Table Run, Break & Run or 8 on the Break, mark a line in the appropriate column next to the player's name. When the match is over the Home and Visiting team's total scores should be recorded on the right side of the score sheet. ***Scores will be recorded per the shaded circles (Ladies) & the Score Total Column (Open & Couples). So please verify your score sheet.**

****Note:** DO NOT write in the columns for recording TR, BR, or 8B; or the Fees Section. If you would like to write in like to write in won & loss, "W" or "L", write it next to the player's name or you can use the player # column.

● **COUPLES & OPEN MATCH FORMAT**

➤ **How to Start Score Sheet:**

Captains are required to complete all information at the top of the score sheet. Ten (10) minutes before the start of the match (7:20pm), Captains should add their players to scoresheet numbers 1-5 and exchange names with the visiting team.

➤ **How to Mark Score Sheet:**

The scoring columns are on the right of the score sheet numbered by Rounds 1, 2 & 3. After each game mark one point "1" in the appropriate scoring column next to the player who won and zero "0" next to the

player who lost. Make sure to mark points each round played. If a player makes a Table Run, Break & Run or 8 on the Break, mark a line in the appropriate column next to the player's name. When the match is over the Home and Visiting team's total scores should be recorded on the bottom of the score sheet.

🎱 **ALL MATCH FORMATS**

➤ **How to Check and Verify Score Sheet:**

When match play is over both captains should verify that the total scores per team are correct and confirm by signing the line next to your scores.

➤ **Payments:**

- **Fees Section:** Enter Player Names and fees amount paid.
- **Annual Dues/Other Section:** Enter Player Names and dues and/or administrative amount paid.
- **TOTAL PAID: (Fees and Dues)** should be totaled and entered at the bottom of the column.

Score Sheets, Fees and Dues

➤ **Score Sheet Violations:**

Falsifying a score sheet by including a player that does not meet the age requirement, is not on the roster, or has not paid their membership fees may result in a forfeit of all points won by the player in violation. These violations may result in the Captain being suspended or the team being disqualified.

➤ **Turning in Scores/Score Sheets:**

The home team captain is responsible for calling in or texting the scores to the League Operator at the end of each match night. During the first 8 weeks, Home and Visiting Teams are responsible for turning in their score sheets and weekly fees to **PLAY** Host Location **Five Pines Saloon**, to the **LO**, or **LR** within 48hrs after your match by **6:00pm**. All score sheet payments for **Fees must be recorded in the Fees Section** and payment for **Dues must be recorded in the Dues Section** (write player name and amount paid), so monies can be properly credited to the correct player and league account.

Starting the 9th week, after each player fees are paid in full, score sheets should be turned in as follows:

- **Ladies Format:** **ONLY Home Team Captains** are responsible for turning in score sheets. Visiting teams Captains must provide a copy of their score sheet to the home captain for submission. ****(Deadline Thursdays at 6pm)**

Couples & Open Format: **ONLY Home Team Captains** are responsible for turning in score sheets. Each team will have a courtesy option to allow one player, per match to shoot all three (3) games first, if needed. ****(Deadline: Couples, Wednesdays at 6pm / Open, Saturdays at 6pm)**

Home Team Captains have three (3) options to turn in score sheets: 1) scan and send via email to poolleagueaboutyou@gmail.com; 2) turn in at **Five Pines Saloon** or **J's Sports Bar (Scores score sheets only)**; 3) to the **LO** or **LR**. If you use our email system, all originals must be kept until the session is over in case of any score discrepancies that may occur. If score sheets are not turned in on time the **LO** can't make the appropriate updates and fulfill her responsibilities to the other teams with updated standings and financials. It is not fair to the other teams.

➤ **Incomplete Score Sheets:**

If your score sheet is not completed accurately or legible, **it will be left at the drop-off location, and you will be notified**. It will be considered as a late score sheet until completed and resubmitted. Here are few examples (No team name on sheets, scores and total score boxes left blank, player name and amount paid not posted correctly in Fees and Dues section, etc.).

➤ **Turning in Fees & Dues with Score Sheet**

Dues and Fees should not be on the same receipt. **Captains must receive one (1) receipt for Fees and one (1) receipt for Dues.**

- **Fees:** Provide **team Name** and the reason **“for Fees”** and receive a receipt **for fees (ONLY)**
- **Dues:** Provide **team Name** and the reason **“for Dues”** and receive a receipt **for dues (ONLY)**

****Note:** **If you do not turn in correctly and two (2) separate receipts were processed, the Captain will be notified that receipt was left at Five Pines for correction.**

➤ **Score Sheet Pick Up Times (6:00pm):** To avoid penalties, score sheets must be turned in by the following deadlines:

- **Couples Format:** By **6:00pm** on Wednesdays
- **Ladies Format:** By **6:00pm** on Thursdays
- **Open Format:** By **6:00pm** on Saturdays
- **Captains of Teams in Different Divisions:** All scoresheets can be turned in **by 6:00pm on Saturdays.**

➤ **Late Score Sheet Penalty:** If the **LO** does not receive your score sheets within 48 hrs. after your match by **6:00pm** utilizing the three (3) options available, **one (1) point will be deducted from the team standing each week it is not there for pickup**, which will come directly from the Captain’s ranking points.

****Note:** **If an emergency occurs and you can’t drop off your score sheet on time, please contact the League Operator before pick-up time.**

Rescheduled Matches

Teams needing to reschedule regular session matches should contact the **LO** before rescheduling the match. Please contact your opponent's team in advance. Once the match is rescheduled you must notify the **LO** of the rescheduled match date. A rescheduled match is at the option of your opponents and if agreed upon must be made up **before your next scheduled match**. If your opponent does not agree to reschedule the match, your team must show up or your match will be forfeited.

****Note:** **The League Operator may reschedule matches due to severe weather forecasts, unforeseen death, hospitalization or other unforeseen circumstances.**

The Rights & Privileges of Team Members

Only Captains or Co-Captains, Spotters, and current match players have any rights or privileges involving the questioning of rule infractions. The other members of both teams are free to root for and encourage their fellow members, as well as offer the help (*Refer to Official Rule Book, Section 2, 2.13, “Free” Playing Advice,*), but are not allowed to interfere in any player's match or discrepancies.

- Only Spotters are allowed to call a foul.
- Only Captains or Acting Captains are allowed to handle any discrepancies or file official protests.
- Only the shooter or the Spotter can ask for a time-out.

HOW TO APPROACH ANY PROBLEM

As a general rule, all communications within, and between, teams shall be filtered through the Captain or Co-Captain. If the Captains/Co-Captain is unable to locate answers in the Bylaws or **PLAY** League Rule Book and help is needed,

contact the **LO** or **LR**. Each Captain/Co-Captain is responsible for informing their team members about the proper way to handle questions, concerns, and rulings since this can eliminate or greatly lessen the potential for problems between teams.

Rule Disagreements

In any situation where the teams disagree on a rule interpretation, proceed as follows:

- ***Abide by the Bylaws and PLAY League Rules:*** If the Bylaws and **PLAY** League Rules do not cover the disputed situation, the game should be discontinued and proceed to the next game.
- The team calling the infraction must check their Bylaws or Rule Book for confirmation. If confirmed the opposing team must concede the issue without further discussion. If the opposing team continues to dispute the call, file an official protest as described in the Bylaws. (***Refer to Official Rule Book, Section 1, 1.13 "Protesting A Player Match"***).
- If the team calling the infraction decides not to suspend that player match and file an official protest but continues to create problems for the opposing team, then the opposing team is allowed to suspend the player match, file an official protest (also citing sportsmanship problems), and request the next player match be started immediately.
- Failure to follow the above league policies may result in suspensions and/or loss of match points may result.

Sportsmanship Violations

Remember, the League can't address a problem if you don't complete and submit the form.

PLAY expects all teams and players to display good sportsmanship at all times. Disregarding the rules, grudges, personal problems, racial and sexual discrimination or harassment in any form, and members simply interested in causing trouble, will not be tolerated by **PLAY** League. We will not tolerate rude, intimidating, or otherwise disruptive behavior and those who continually display poor sportsmanship by consistently arguing, being disruptive, or constantly noncompliant with the league rules, rulings, and policies may be suspended or lose their membership for that year or longer. Severe action will be taken against teams or players who harass or threaten other **PLAY** members, including any racial comments. *****PLAY Owners/Founders reserve the right to remove any member from the league that is constantly berating the league and the rules; being disruptive and causing problems in the league and/or with other teams.***

If you have members on your team who may put your team in conflict with the **PLAY** sportsmanship policies, please correct their behavior or drop them from the team. These members will receive sportsmanship violation penalties. If you feel that you have a valid complaint against a player on the other team, please handle the situation as follows:

- Have your Captain/Co-Captain politely inform the other Captain/Co-Captain about your concern. Under no circumstances should you argue with, or otherwise further provoke, the offending member(s). Remember, you are always free to keep quiet and submit a sportsmanship complaint form to the League Office. If you decide to worsen an already bad situation, by attempting to defend your honor or your ego, the League Office will hold you responsible for helping to escalate the problem. If you are subjected to verbal abuse or physical threats, let the League Office take care of these situations.

Penalties for Sportsmanship Violations

- ***First Offense:*** Verbal warning and notification to Team Captain.
- ***Second Offense:*** One game suspension and notification to player and Team Captain.
- ***Third Offense:*** Automatic suspension for the remainder of the session and placed on probation for the upcoming session. A notification letter will be sent to the player and Team Captain.

- **REPEATED OFFENDERS** If you have already received a Third Offense Penalty and you commit any other Sportsmanship Violation your membership will be revoked for one (1) year, two (2) sessions or indefinitely depending on the offense.

Protest (Sportsmanship Violations that affect player games)

- **Player Match in Progress:** If a player match is in progress, and your Captain/Co-Captain has no other option but to stop the game and “officially” file a protest (*Refer to Official Rule Book, Section 1, 1.13 “Protesting A Player’s Game”*). If sportsmanship problems continue after the next game is started, stop that game and all remaining games for the evening, and politely leave the establishment even if it’s your “Home” location. The team/players causing the problem will face possible suspension.
- **Between Matches:** If you are between games after having officially protested a game, and the other team is still causing trouble, you can extend the initial “official protest” to include the remainder of your games as described above in the first bullet and then politely leave the premises.
- If the problem de-escalates and no official protest is required, a Captain has the option to still complete a written statement describing the problem, the members involved, and the Captain/Co-Captain with whom they resolved or tried to resolve the problem. Include the names of any witnesses.
- If any members of your team are threatened with violent behavior by anyone “on or with” the other team, your team is always free to leave the establishment. The Executive Board will decide whether the matches will be replayed, and if points will be awarded for the remaining games, etc.
- The Captain should use the **PLAY** “Protest Form” and fully describe the incident. While you are always welcome to call the **LO**, no action will be taken unless you file an “official protest” and submit the protest fee.

****Note: The BOG will determine the outcome of all protests.**

Disruptive Behavior Suspension

If a disagreement occurs during a match refer to the rule book. If a rule does not exist regarding the situation, **STOP** the game and proceed to the next game. Explain the situation on the back of the score sheet. If the rule is located and the parties involved still don’t agree, **STOP** the match, file a protest and proceed to the next match immediately. **There will be NO arguing, cursing, or continuance bickering about the situation.** Players are not allowed to engage in an argument with the Host Location owner, home team, or bartenders regarding complimentary drinks, tables, or equipment. If there is an issue with the table or equipment, notify the **League Operator** or **LRs**.

If one or both of the parties, or team members are involved in any of the above and the League Officials are notified, all parties proved to be involved will be reprimanded according to the following:

- **First Offense:** One (1) game suspension.
- **Second Offense:** Three (3) game suspension.
- **Third Offense:** Suspension for the remainder of the session.

The players come out to have a good time, not be a party of constant arguments and disruptive behavior during game nights. Also, the Host Location Owners did not sign up for chaos at their location. Play will not tolerate this disruptive behavior or allow anyone to interfere with our members having a good time or disrespecting our Host Locations.

Suspension/Probation

If a player threatens another player, use racial comments, or must be physically restrained from committing physical violence the following penalties will be enforced & executed:

- **First Offense:** Suspension for the remainder of the session and placed on probation the next session.
- **Second Offense:** Suspension for two (2) years or more (at the leagues discretion).

If ***ANY*** sportsmanship violation occurs during your probation period, it will be considered your second (2nd) offense and penalties will be implemented as stated.

*****Note: Offenders are prohibited from being a Captain or Co-Captain during their suspension/probation period. 2nd & 3rd Offenders will be prohibited from ever being a Captain or Co-Captain in the PLAY League.***

Automatic Suspension

Committing physical violence or a physical altercation during league matches will result in an automatic suspension for the remainder of the session and the next session. Any future physical violence or physical altercation will result in your membership being revoked for a two (2) year period or longer depending on the severity of the altercation.

*****Note: As a result of your suspension, you are prohibited from ever being a Captain, Co-Captain, or LR in the PLAY League.***

Anyone involved in a sportsmanship complaint is free to call or write the League Office to explain the situation. As you can see, our sportsmanship program is designed to identify and address the real troublemakers in the league. All suspended members will be removed from all rosters and those individuals must call the League Office to be reinstated once their suspension period is complete. The League Office greatly appreciate you taking the time to complete the sportsmanship complaint form and your help in keeping your division free from these problems. Also, as long as “your team” shows good sportsmanship and handles situations according to the current By-Laws, you will always be doing the right and correct thing. If the problem cannot be resolved and is affecting games being played proceed according to the Protest information below.

Cell Phones During League Play

Personal cell phone usage has become increasingly popular and has come to a point that it disrupts the flow of a game. It is not permissible to answer your cell phone during your shot during a game. Once the balls have been broken, at the very beginning of your match, please do not answer your cell phone. If a player must use your phone, please do it in between shots and keep it as short as possible. However, when it is a player’s shot, they must approach the table. If a player has an emergency phone call, player must notify the Captains of both teams. While there is no penalty for answering your phone, play must remain continuous and players are still held to their one (1) minute shot execution time, once your opponent has left the table.

HOSTING LOCATIONS

Bars/Taverns that agree to host teams at their location are required to provide a Bar/Tavern Application Form and \$25 sponsorship per team and must have at least one (1) table in their establishment with undamaged felt. That Bar/Tavern will be considered that team(s) home location. Home locations are required to provide open tables or the team playing out of that location are required to pay for match games, but not practice games. If practice games or not covered, the team will be required to pay for practice games at visiting locations. It is the policy of the League not to become involved in the environmental conditions of host locations.

Complimentary Team Drinks

It is at the discretion of the Host Location whether or not to provide a complimentary round of drinks. Teams will be notified of any location that has selected not to provide complimentary drinks, so they do not receive drinks at other locations. Any player that addresses the owner, bartender, or Home Team about no complimentary drinks or has an issue with receiving the same drink ordered, will be reported to the league, and player(s) will be reprimanded according to the “***Disruptive Behavior Suspension***” section of the Bylaws.

- ☉ If the Host location provides a complimentary round of drinks, players will ONLY receive a complimentary drink of what they previously ordered or a drink of less value. (Ex. A player paid for a Crown and Coke \$6.00 that request a beer or water)
- ☉ Home Captains should compose a list of drinks for both teams and provide it to the bartender.

Barred Players

If a player on your team has been barred from your opponent's home location, they will not be allowed to play any games at that location, unless approved by the bar owner. However, a substitute player can shoot whenever you have a league match at that establishment.

Condition of the Hosting Location (Playing Conditions)

The League Executive Board has no authority to interfere with the environmental conditions of hosting locations where matches are being played such as too much or too little noise, too much or too little air conditioning, too much or too little light, poor table conditions, or too many patrons. However, there are some exceptions when it comes to tables with damaged felt (*Refer to Weekly Team Play: Tables*). Of course, you can still politely ask the Home Team Captain or the employee in charge for help in the matter and hope things can be improved. If not, simply make the best of it. Teams are not allowed to change their "Home" locations once a session has started unless the establishment is unable to host league play, equipment issues, not willing to provide adequate playing conditions, permanently closes, grants permission for the team to move or the location owner has come into conflict with the rules and policies of the League.

Location Temporarily Closed

If a hosting location is temporarily closed, games will be played at the Visiting Team home location.

Playing Equipment (Condition of Tables, Table Equipment, etc.)

- ☉ Teams must accept the normal condition of the equipment at host locations as long as the felt is not damaged (torn) or there is an issue with the pockets that can hinder match play. Please notify the League and they will go to the location and investigate the issue. If the League discovers the issue hinders match play in any way, it will be suggested to the owner that it be repaired/replaced to better promote league play. If not repaired the league has the right to relocate matches to another location until the matter is rectified.
- ☉ Teams **are not allowed to replace the cue ball or rack of balls provided by the host location** (comes with the tables) with their cue ball or rack of balls unless the change is agreed upon **before practice time** by both teams. *If this occurs without the other team's approval and they realize that personal balls were used, the Captain must notify the LO or LR immediately.* **If a team provides undeniable proof that a personal cue ball or rack of balls was used, all games won by that team will be forfeited.**
- ☉ If the hosting location does not have a short cue stick, and a player needs to execute a shot close to a wall or pole, or other obstruction, players are allowed to use their short cue, or even disassemble their cue and use the shaft.
- ☉ If the hosting location does not have a bridge, players are allowed to use your bridge. *Notify the league* and we will provide a personal bridge that will remain behind the bar for **PLAY** matches only.

****Note: Members on the opposing team, league members, or patrons are not obligated to share their bridge or short cue.**

PLAY TEAM/PLAYER AWARDS

An Award Ceremony will be held at the end of each session.



Awards

Teams and individuals can earn prizes such as trophies, cash, and a variety of other awards.

Team Shoot-outs

Divisions with a minimum of 10 teams per format that did not place, will participate in a "**Winner Take ALL**" Team Shoot-out that will be held the Saturday after the last match. **No Players**, not on the Roster, can be added during the shoot-out. It is not fair to the other teams. ***No exceptions**



Awards will vary based on the number of teams in each division. Monetary awards will be split between the players that shot in the Shoot-out, according to how many nights they played.

****Note:** Split Divisions will not have a Team Shoot-out.

Overall Top Shooters

Each session the player (in each format) who won the most games will be declared that division's **Overall TOP SHOOTER**. Each 1st time-division winner will be presented with a **PLAY** Jacket. Consecutive winners will receive an award and/or cash. If a division has two or more players tied at the end of the regular session, a playoff game will be scheduled to determine the winner (best out of three).

LEAGUE WEBSITE

FACEBOOK.com/poolleagueaboutyou

Please visit our Facebook page "**Like**" and become a "**Follower**". You can find all the weekly updates (what teams are playing, location and match results, weekly photos, videos, as well as other **PLAY** news and events). Feel free to take pictures during match night and post on **PLAY** Facebook page for all our members to enjoy. Let's post and make our page a Hit.

POOLLEAGUEABOUTYOU.COM

Poolleagueaboutyou.com is the official website of **PLAY**. Designed specifically for **PLAY** members, the site provides easy to access information including schedules, division rosters along with team and personal information. You **MUST** have a valid and current email address on file with the League Office to access restricted areas of the site. To submit your email address, send your name, player number and email address to poolleagueaboutyou@gmail.com.

Website Rules and Regulations

Regulations concerning use/abuse of the privilege to utilize this free service are detailed on the site itself. Please make sure to use the site in a positive, constructive manner. Individuals who post abusive or derogatory messages aimed at other member will be in danger of having their access revoked.