

San Diego Pool League

MATCH POLICY / PROCEDURE

1.0 GENERAL

1.1 MATCH DEFINITION - A match is a San Diego Pool League (SDPL) scheduled competition between 2 sponsored teams.

1.2 MATCH POSTPONEMENT - A 24-hour notice must be given to the opposing team captain and the Vice President if a match must be postponed. If the reason for the match postponement is not acceptable to the opposing team captain, the matter must be referred to the Vice President for an immediate decision on the reason's validity. It is the responsibility of team captains concerned to play the postponed match within 3 weeks at a time and place mutually agreeable. If the match is not played within the required time period, the Vice President will affix responsibility for the match not being played and will recommend punitive action to the Board of Officers.

1.3 END OF SEASON NO-SHOW - During the last two weeks of play; if a team does not show up, no member of that team may play on any team for the next two seasons. If only one member shows up they must sign the score sheet or be disqualified for the next two seasons. Sheet must be signed by 7:15PM.

1.4 WEEKLY STANDINGS ENVELOPES - One envelope containing standing sheets, money envelope and a blank score sheet will be delivered to every host bar prior to each weekly match. The standing sheets will show all team and individual standings as of the completion of the previous week's play. The home team captain is responsible for requesting the envelope from the bartender and handing out the material in the envelope before the match begins.

1.5 TEAM PRACTICE - Team practice begins at 6:00PM. The home team shall have the pool table for practice for the first half hour and the visiting team shall have the table for the second half hour.

1.6 STARTING TIME -The designated start time for regular weekly match play is 7:00PM local time. The match will begin as close to the designated start time as possible.

1.7 REGISTERED PLAYER - New players may be registered and play on the same night they are registered during the first 4 weeks of the season. From week 5 through 4 weeks before the end of the season, a

player must be registered at least 1 week in advance of playing. As proof of registration, their names should appear on the latest standing sheet on the night that it is intended they play. A player may be registered on a team only if they have not played for any other team during the current season. During the last 4 weeks of the season, no new player may be registered or play on any team.

1.8 NUMBER OF PLAYERS REQUIRED - A match may be played with any number of players between 2 and 7 per team. Any games forfeited because less than 4 players are present to play will represent games won for the opposing team and individuals. No individual on a team that forfeits games because less than 4 players are available can accumulate losses due to the forfeits.

1.9 POSTING THE LINE UP - The line up is to be posted on the score sheet first by the home team and then by the visiting team.

1.10 SCOREKEEPERS - It is the responsibility of the home team captain to maintain the official score sheet in a legible and accurate manner.

1.11 ROTATION OF BREAKS AND PLAYERS - The break will rotate in accordance with the score sheet which provides 2 opportunities to break and 2 opportunities to rack per player position, per match. Player rotation on the score sheet will be followed precisely so that each player position will play each player position on the opposing team once.

1.12 LATE PLAYER - During the regular season, prior to the start of the second half of a match a late player may be permitted to make up all games missed in the first half. Once the second half has begun, a late player may only make up a game in a quarter not yet completed. Any games that were due to play in a quarter all ready completed will be forfeited.

1.13 SUBSTITUTION OF PLAYERS - No more than 3 player substitutions may be made per match, per team. If a player substitution is made, the substituting player must play the remainder of the match in that player position. The outgoing player may not be a substitute for someone else on the same team. Substitution of a player is not permitted during a game in progress.

1.14 COACHING - The shooter may request a maximum of 1 coaching (**max. 2 min.**) from any one of the teammates at any time during a game. They must make sure, however, that the opposing player and designated person watching the table are aware that coaching has been requested. At no time during the game is the player doing the coaching to handle a cue stick or physically place the cue ball on the table. At any time during a game, the shooter may request clarification as to which group is their group of balls and the opposing player must advise them correctly. Coaching must not be offered or given unless requested and to do so

constitutes a foul. A player may engage in conversation of any kind with teammates or others after completing each of their turns in any game while their opponent is shooting (this is not a foul).

NOTE: During Team Playoffs, coaching is limited to 1 minute, the presiding referee will give a 30 second and 15 second warning only!

1.15 COACHING VIOLATION - Before a coaching violation can be called between players turns the player whose turn it is to shoot must be reminded that it is now their turn.

1.16 DISPUTES - Should a dispute occur during a match, it should be resolved by both team captains. All players must honor an opposing team captain's request that play be halted while he/she checks or verifies any rule in question. Failure to honor such a request constitutes unsportsmanlike conduct and possible loss of game. Disputes not resolved by the team captains will be referred to the Vice President for disposition. Any game in dispute should be completed and the legend "disputed game" placed alongside the game results on the score sheet. A description of the reasons for the dispute should be written on the back of the original score sheet (top copy).

1.17 INTERFERENCE - To allow maximum freedom of movement to the shooter and to avoid the appearance of anyone offering unsolicited advice, only the shooter is permitted at the table while a game is in progress. If someone physically interferes with a player in the process of shooting and causes the balls to be displaced, both the shooter and the opposing player must agree upon playing the table in position or returning the balls to their original positions. If no agreement can be reached the game must be replayed.

1.18 UNSPORTSMANLIKE CONDUCT - No player is permitted to engage in any activity, which is unsportsmanlike in nature, embarrassing, disruptive and detrimental to other players or to the sport in general. Covered under this rule is the heckling of any player, booing, hissing, standing in the line of the shot about to be made and loud or boisterous noises from the opposing team or their guests. Unsportsmanlike conduct on the part of either team or their guests is cause for the loss of the game in progress.

1.19 WEEKLY TEAM PLAYER'S FEES – Each team captain is responsible for collecting the player's fees described in Section 3.4 of the Bylaws for his/her team each night of play. The full amount must be collected and turned in regardless of the number of players present (this means that teams are responsible for paying for their forfeits). Checks should be made payable to SDPL for individual fees only. Any member whose check is returned by the bank for any reason will be charged a \$15.00 service charge. They will be given 2 weeks from notification to make good on the check. Failing to do so will result in suspension from

the SDPL for the remainder of the season.

1.20 DROP POINTS - The home team captain is responsible for turning in all monies and score sheet at the end of a match. Both team captain's sign and check score sheet for accuracy. The visiting captain should be given the gold copy. When the home team captain turns in the monies and the score sheet at a designated drop point they should have the bartender receiving them date, annotate the amount of money enclosed and sign the score sheet. The home team captain should then take the pink copy for his/her records as a receipt of turning in the monies and score sheet. The home team captain is responsible for any losses if they do not have their copy of the score sheet signed by the drop point bartender as a receipt.