

Corning Area Tavern League (CATL) 2009-2010 Local Pool League Addendums and Amendments

The Corning Area Tavern League is an amateur 8 ball pool league comprised of 4 person teams from the Corning area. The league plays its matches on Thursday evenings.

Following, you will find Addendums and Amendments which are meant to compliment the ACS League Player Handbook and compile a set of rules specific to The Corning Area Tavern League.

1.2 Flip for Break (substitute) – also see 3.1

1. Home team flips - visiting team calls before each match.
2. On 75¢ cent tables, the loser of the flip pays the extra 25¢. In all other cases, each player pays an equal amount

Rules Section-9 (additional)

Miscellaneous Rules

9.0 Starting Time of Match

1. The first match starts at 7:00 pm
2. A 15 minute grace period will be allowed if a team or member of a team is late
3. If a team member is still not present at 7:15, the captain should place the missing person in the last position in the first round and play should start
4. A loss/forfeit will be recorded on the score sheet if the team or player is not present when they are due to play, unless both captains mutually agree to an altered rotation.

9.1 Substitutes

1. No new subs after Week 10 unless approved by the league.
2. No more than two (2) subs are allowed to play in any match without prior approval by the league.
3. Points will not be awarded for any person who plays but has not paid the sanctioning fee.

9.2 Fees and Dues

1. Every player (including subs) that plays a single game in the CATL must pay a \$10.00 sanctioning fee which goes directly to the BCA.
2. The \$10.00 sanctioning fee is due on the first night of play for regular players and substitutes (when they start play)
3. It is the responsibility of team captains to collect and the submit the sanctioning fee on the first night a player competes
4. When turning in sanctioning fees the FULL name of the person paying the fee must be included
5. A regular player or substitute can only play for one team per week
6. Each player must pay \$6.00 for weekly dues
7. No IOU's are accepted for any reason
8. No team points will be awarded for unpaid dues. No player points will be awarded for unpaid sanctioning fees.
9. If a player is barred from a particular bar, he/she is responsible for a substitute's fees for that week. Fees would include the \$ 10.00 sanctioning fee (if appropriate) and the weekly \$ 6.00 dues.

9.3 Team Captain

1. Prior to the start of the season each team must have a team captain, chosen by any method the team decides
2. It is the captain's weekly responsibility to:
 - a. Fill out the team roster/line up on the score sheet – use complete names in the 1st round (Dick or Jane is not a complete name) or points will not be awarded
 - b. Keep score (when appropriate)

- c. Collect the appropriate amount of money from each player
- d. Authenticate (sign) the score sheet at the end of play
- e. If the home team, the captain is responsible for turning in envelopes
- f. Arbitrate disputes and interpretation of rules
- g. Be a model of sportsmanship.

9.4 Delivery of Scoresheets and Envelopes

1. Envelopes containing collected fees, dues and scoresheets must be delivered to designated drop-off location by 2 PM on the Saturday following league play.
2. The only acceptable drop-off locations are:
 - a. The Village Inn
3. No points will be awarded to the Home team for late envelopes. The Home Team is also responsible for all included money, should the envelope become missing.

9.5 Forfeits, Byes, Cancellations and Re-scheduling

1. Forfeits are scored as 12-0. No handicaps are calculated in forfeit scores.
2. Byes are scored as 12-0. No handicaps are calculated in bye scores.
3. League play is unaffected by bad weather unless a State of Emergency is declared by authorities. If opposing team captains agree that road conditions are too dangerous for travel, a make-up match can be scheduled and completed before the next scheduled week of play. Notify the league of the re-scheduled match
4. If a team can not play a regularly scheduled match because of an emergency situation, the following procedures should be followed:
 - a. Notify the opposing team's captain and the league so they are aware of the situation.
 - b. Attempt to schedule a make-up match before the next scheduled week of play and notify the league of such.
 - c. Notify the league if opposing captains can not reach an agreement to re-schedule the match. In such case, a committee appointed by the league will make a determination regarding the situation based upon the facts of the incident
5. If a team can not play a regularly scheduled match because of a prior commitment or vacation of three or more members, the following procedures should be followed:
 - a. At least thirty (30) days in advance, notify the opposing team's captain and the league so they are aware of the situation.
 - b. Attempt to schedule a make-up match before the conflicting date and notify the league of such
 - c. Notify the league if opposing captains can not reach an agreement to re-schedule the match. In such case, a committee appointed by the league will make a determination regarding the situation based upon the facts of the conflict.

Note: Keep in mind that forfeits affect not only the teams involved, but all teams in the league. You may feel that your team is ready and able to play on any particular night and that you should benefit from a forfeit if your opponent isn't. While that's true in most instances, sometimes it's just the random outcome of the schedule. Points should be earned by playing the matches and not by forfeits.

9.6 Playing without referees

1. When referees are not available, Team Captains or another designated team member should be called to the table to fulfill the duties normally performed by a referee only when asked by shooter or opponent.
2. Matches are played using cue ball only fouls (**see Regulation 20.**)

9.7 Run-Back Rule

1. If a shooter breaks and runs the rack, the opponent has the option of supplying the necessary coinage for the ball return and attempting to break and run the rack to tie. In that event, the break will again be determined by the substitute for rules 1.2 and 3.1 outlined above.