

# Corning Area Tavern League (CATL) 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 complement the BCAPL Player Handbook and compile a set of rules specific to The Corning Area Tavern League.

## RULES SECTION 1

### GENERAL RULES

#### 1-5 Starting Time of Match (substitute)

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.

#### 1-6 Playing without referees (substitute)

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.

## LOCAL RULES SECTION 1 (ADDITIONAL)

### MISCELLANEOUS RULES

#### 1-1 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 Initiation Fee.

#### 1-2 Fees and Dues

1. Every player (including subs) that play a single game in the CATL must pay a \$10.00 Initiation Fee which goes directly to the team prize fund.
2. The \$10.00 Initiation 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 submit the initiation fee on the first night a player competes
4. When turning in initiation 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 \$7.00 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 Initiation 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 Initiation Fee (if appropriate) and the weekly \$ 7.00 dues.

### **1-3 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 1<sup>st</sup> round. (Dick or Jane is not a complete name) or points cannot be appropriately awarded.  
Keep score (when appropriate)
  - b. Collect the appropriate amount of money from each player.
  - c. Authenticate (sign) the score sheet at the end of play.
  - d. If the Home Team, the captain is responsible for turning in envelopes.
  - e. Arbitrate disputes and interpretation of rules.
  - f. Be a model of sportsmanship.

### **1-4 Delivery of Scoresheets and Envelopes**

1. Envelopes containing collected fees, dues and scoresheets must be delivered to designated drop-off locations by 2 PM on the Saturday following league play.
2. The only acceptable drop-off locations are:
  - a. The Corning American Legion
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 go missing.
4. A team may pay weekly dues one or more week(s) ahead (Insurance) in the event that their Home Team envelope may not be delivered by the indicated deadline. In that event, a picture must be sent to the league by 2 PM on the Sunday immediately following that week of play. Also, the original envelope with Home and Visiting Team's money envelopes and scoresheet must be delivered to the designated drop-off area by 5 PM on the Tuesday immediately following that week of play. No points for the Home Team will be awarded for any missed deadlines.

### **1-5 Eligibility**

1. Players must be at least 21 years old to participate in league play.
2. Any bar hosting league play must have a current and valid liquor license.

### **1-6 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 cannot 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.
- 5. If a team cannot 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 cannot 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.
- 6. All players must play their individual games on the date and time of their scheduled team match.

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.