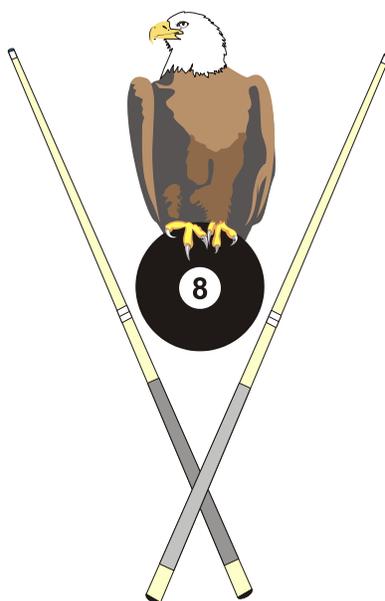


FRASER VALLEY POOL LEAGUE



**PLAYER'S HANDBOOK
2016-2017**

FRASER VALLEY POOL LEAGUE

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PLAYERS' HANDBOOK

1. GENERAL OUTLINE OF THE LEAGUE

(A) Players / Team / Location

Team

Each team consists of ten members. There must be a minimum of two females or males per team registered as regular players and at least two females or males playing on any given evening. All players must be of legal drinking age.

Teams must fill out a registration form at the beginning of each season to go to the League Executive. Any changes of phone numbers must be reported promptly to the League Statistician.

Spares may be substituted for regular players. This is to ensure that a full team can be fielded if regular players cannot play during the regular season. If teams are playing in a family environment with no age restrictions/licensing (such as a billiard room), underage spares of the age 16 and higher may be used. Spares are not required to be of the same sex as the person they are sparing for, if the required ratio of players is met in compliance with league rules.

Locations

Each team has control of their home location, subject to the approval by the rest of the League. Teams wishing to change locations must have the new location approved by the League. Applications by new teams and requests for teams wishing to change location are voted on at the start-up General Meeting. All locations must have a liquor license. Locations must have two tables available free of charge for each match taking place on a League night. Coin-op tables must be open so that cue balls may be retrieved. Tables must be available for the use of League players from 7:00pm until all matches are completed on League night. Tables used for play must be as outlined in the "8-Ball Rules of Play".

(B) League Dues

Annual

Dues are \$1,000.00 per team each year. Dues can be paid in 2 installments of \$500.00ea. Dates for deposits are as follows first half of the dues to be paid on the 2nd night of play. To avoid penalty points, league dues will have to be deposited to the bank by the first Saturday after the 2nd night of play. Payment date of the 2nd half dues will be announced by the executives at start-up meeting. Each Team Captain is responsible for the collection of their team's dues, and making the bank deposit on or before the due date. Deposits by each Team Captain are to be made at any branch of;

VanCity Credit Union Deposit to
Home branch # 32 Account # 125054

Captains must have a receipt of their deposit and are responsible for faxing it to the Statistician or the Recording Secretary. There are penalty points deducted for any late banking.

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Weekly

Every Wednesday night of play each player pays \$2.00 to be used for the payout to the two players winning the most games at the end of the night. Each Team Captain collects \$20.00 for their team. Home Captain will hold the \$40.00, to be paid out \$25.00 for 1st and \$15.00 for 2nd. In the event of ties there will be playoffs for 1st & 2nd. The back of your scoresheet has all of the necessary instructions. If there is only one 4 and there is no potential for a 2nd 4 then the 4 can get paid out and leave early.

(C) Score sheets

- Circle your team name at the top of the score sheet.
- Make sure all players first and last names are listed on the last round for each team, especially the names of spares. Please indicate spares with sp beside their name.
- Circle the names of all spares for both teams.
- Make sure that players' totals are completed for both teams all the way to the end of the sheet.
- Clearly mark the box to indicate an 8-ball break or a run table for either player in the appropriate column at the right hand side of the score sheet.
- Captains must sign both forms. Make sure that the sheets are correct and the same.
- Captains are responsible for their own scoresheets. They must be faxed or delivered in person to the Statistician no later than 4:00pm on the Friday following play.
- Make sure that you have dated your score sheet.
- There are penalty points deducted for late score sheets.

Schedule

All teams to be registered with the executives by the first captains meeting to be eligible for play in the up coming season.

The number of weeks of play varies depending on the number of teams in the League (max number of weeks is 30).

Each team plays every other team twice, home and away. In case of an odd number of teams, there will be "byes". In this case, members are available to spare for other teams, however their performance on those nights is not counted towards their personal League statistics.

The season shall start on the second Wednesday after Labour Day each September. The season end will depend on the number of weeks played and the number of nights bypassed for regular occurring holidays (such as Christmas, New Years, Halloween, etc.) or for other special events as may be determined by the League. Regular play each year is followed by team playoffs. Team playoffs are held and concluded on a single weekend at the end of the season, as chosen by the League Executive at a Captains meeting.

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(D) Point System

Individual

Each player will receive 1 point for every game that is won. Points will accumulate through the regular playing season excluding the playoffs. Total points received by each player will determine their overall standings in the League at yearend. Point standings are also used to determine top players when awarding trophies and to determine spots on Inter-League team events.

Team

Team points are based on a Win, Lose, or Tie system:

Win = 2 points, Loss = 0 points, Tie = 1 point

Total team points are accumulated through the season up until playoffs. Total team points will determine final League standings, with top teams receiving trophies. If any two teams are tied in overall points at yearend the total number of actual games won will decide the top team. League Stats showing up-to-date team and top player standings are sent weekly to Captains by either fax or e-mail, starting after the third week of play.

(E) Penalty Points

A one-point team penalty will be assessed for any of the Following:

1. Non-attendance at a Captains Meeting.
2. Non-attendance at a Banquet Committee Meeting.
3. Leaving a Captains Meeting or Banquet Committee Meeting without just cause (as determined by the others in attendance).
4. Failing to have at least five team members in attendance at a General Meeting.
5. Late Score sheets (Due by 4:00 PM Friday following play). Captains have one "Free Ride" in submitting late Score sheets before penalty points are assessed.
6. Forgetting a set of balls on a night of play.

A two-point team penalty will be assessed against any team making late bank deposits.

(F) League Monies

The League Treasurer maintains records of all financial transactions of the League. At the season start-up General Meeting the Treasurer will present the members present with a financial statement from the previous year and a budget forecast for the upcoming year.

All financial responsibilities are as outlined in the League Bylaws. Any League member may ask to see the financial statements throughout the season. For detailed financial information, please contact the League Treasurer.

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Player's dues pay for:

- Singles Tournaments – 30¢ per player per week is deducted from each player's dues and is accrued by the League in a separate Singles Tournament Fund to be divided into the three yearend tournament prize payouts.
- Operating expenditures as stated in the League Bylaws.
- Banquet (dinner/music).
- Trophies.
- Sponsor fees (order of priority as stated in the League Bylaws).

(G) Banquet

A Banquet Committee will be formed each year consisting of one representative from each team. The committee will elect or appoint one of their members to act as Chairperson and a second to act as Co-Chairperson, to run the meetings and to speak to the membership on behalf of the committee.

Banquet Committee meetings will be called by the Chairperson as required. Each team is required to have a representative at every meeting. Penalties for non-attendance are the same as missing an Executive meeting.

Details of the Banquet are determined by the Banquet Committee and presented to the League for approval throughout the season. All teams are responsible for collecting door prizes for the Banquet, although the Banquet Committee may recommend and/or conduct alternative schemes for the acquisition of Banquet door prizes.

Each registered full time player is entitled to a banquet tickets (max. 10 per team). In order to get a proper head count for the dinner each ticket must be secured with a \$10.00 deposit prior to receiving a ticket. Deposits are to be made by cheque for each team. If your team has a proper head count, the deposit cheque is returned at the banquet. Any team with no-shows is responsible for paying \$10.00 per no-show, or the deposit cheque will be cashed and the monies owing for no-shows subtracted from the deposit and the balance returned to the team. Any guests wishing to attend the banquet will be required to pay full market value (that is whatever the costs are) and this is non-refundable.

(H) Trophy Breakdown

- **Top Team Trophies:** 1st, 2nd, and 3rd place teams get individual player trophies (for a total of 30).
- **Team Playoff Trophy:** The team winning the Playoffs receives a floating Team, plus individual trophies both A & B Division. (no floating trophy for the B division).
- **Top Individual Trophies:** Overall in points; Men – 1st, 2nd and 3rd (including ties) and Ladies – 1st and 2nd (including ties). If there are no ties in the above spots, there will be an additional 4th place trophy for the men and a 3rd place trophy for the ladies.
- **Top 3 players on each team:** Based on yearend personal points. Players cannot tie for a position. If there are any ties for a position, the players must playoff for the spot on the last night of regular play.
- **Singles Tournaments:** 1st, 2nd and 3rd place finishers get trophies for the Top 32 Tournament, Second 32 Tournament and Consolation Tournament.

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- **Ladies Top Shooter Trophy:** A floating trophy is awarded to the woman with the highest win percentage from any of the Singles Tournaments.
- **Team Sportsmanship Trophy:** A floating trophy and 10 individual trophies are awarded to the team which is voted most sportsmanlike by all League members at yearend. This is the League's top team award. Winners of the award are chosen by a vote of all fulltime League players prior to the end of regular season play.
- **Bill O'Toole Award (Outstanding Individual Sportsmanship):** A floating trophy plus a keeper plaque the following year is awarded to the player who is chosen as having demonstrated outstanding individual sportsmanship throughout the year. The player receiving the trophy is chosen by the 3 previous winners. This is the League's top individual award. First awarded at the end of the 1990/1991 season as the Presidents Sportsmanship award, and then renamed the following season in honor of the first years recipient.
- **Joe Dutton Memorial Award (In Honor of Team Spirit and Human Kindness):** A floating trophy plus a keeper plaque the following year is awarded to the player who is chosen as having demonstrated exceptional team spirit and consideration, thereby contributing to team unity throughout the year. For the years 2001 through 2005, Dennis Dutton Sr. is also presenting the winner with \$100.00, as an additional memorial to his son. This is the leagues second highest individual award, also considered the "League MVP Award". First awarded at the end of the 1999/2000 season.
- **Top Percentage Trophy:** Awarded to the player with the highest shooting percentage, if not already in the individual top 3.
- **Shooting Star:** Awarded to the player or players with the most run tables – a floating trophy is awarded, which must be shared throughout the year if won by multiple players, plus a keeper plaque the following year.
- **Golden Horseshoe Award:** Awarded to the player or players with the most 8-Balls off the break – a floating trophy is awarded, which must be shared throughout the year if won by multiple players.
- **Judy Bates Award (Most Improved Player):** Awarded to the player showing the greatest shooting percentage improvement over the previous year.
- **People Choice Award:** A floating trophy and an individual trophy are awarded to the individual which is voted most sportsmanlike by all League members at yearend. Winners of the award are chosen by a vote of all fulltime League players prior to the end of regular season play.
- **Note:** - Trophies may be subject to changes due to monies available or League changes as voted on by the general membership.

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1. FRASER VALLEY POOL LEAGUE BYLAWS

(A) THE LEAGUE

1. The name of the organization is Fraser Valley Pool League referred to from here on as "The League".
2. The League shall consist of no more than 16 teams. All locations of teams will be subject to a vote by the members present at a General Meeting. * NOTE * - All teams must be mixed.
3. The league shall be open to anyone of legal drinking age, female or male, who has an interest in enjoying the challenge and benefits of league pool.
4. The League may require players to pay dues or fees in advance to play for the season.
5. The rules of play, team size, and length of season, costs, and other rules pertinent to the competition in the league shall be determined by the general membership.
6. Establishments having teams in the League must have open tables. All establishments must have liquor licenses.
7. Banquet must be held at the end of each season.

(B) EXECUTIVE

8. The League will have the following Officers: President, Vice-President, Secretary, Treasurer and Statistician. Officers' duties (such as those of the Statistician) may be combined if the membership chooses to do so. The officers will be chosen by the League once a year by the members present at a General Meeting. Nominees for an Officers' position need not be present for the election, so long as they are aware of their nomination and have expressed their willingness to fulfill the responsibilities of the position.
9. The League's Executive will consist of President, Vice-President, Secretary, Treasurer and Statistician, and one Team Captain from each team in the League. Team Captains shall be chosen by their respective teams in any manner the team chooses.
10. The duties of the President shall be:
 - a. Promote the purposes of the League.
 - b. To co-ordinate all dealings of the League with regard to business matters, and general League operations.
 - c. Makes recommendations with regard to League operations to ensure that they are carried out with regard for accepted business practices.
 - d. To act as Chairperson for General and Executive meetings.
 - e. To deal with the internal workings of the League, such as rules, procedures, and settlement of disputes.
 - f. To act as chief signing officer with respect to League financial affairs.
 - g. To promote good sportsmanship.

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11. The duties of the Vice-President shall be:
 - a. To help promote the purpose of the League,
 - b. To act as liaison in external dealings of the League with other pool leagues, corporate sponsors, league sponsors.
 - c. To co-ordinate members concerns and wishes into recommendations for directions the League should take.
 - d. To assume the duties of the President in the President's absence.
 - e. To monitor the financial dealings of the League and to act as a third signing officer with respect to League financial affairs, in the event that one of the first two signing officers are unavailable.
12. The duties of the Secretary/Treasurer shall be:
 - a. To take minutes of all general, special, and executive meetings and produce a copy of such minutes upon request to any league member.
 - b. To manage the monetary dealings of the League and all financial transactions, including collection of dues or other fees, and all disbursements.
 - c. To ensure that good accounting procedures are followed in the maintenance of financial records, and preparation of financial statements and reports.
 - d. To present financial reports as requested.
 - e. To act as second signing officer with respect to League financial affairs.
13. The duties of the Statistician shall be:
 - a. To devise the League schedule for the playing season.
 - b. To maintain such records and statistics on individual, team, or league competition, as are required by the League.
 - c. To provide up-to-date reports of team and individual standings on a regular basis.
14. The duties of Team Captains shall be:
 - a. To manage team banking and maintain team financial records.
 - b. To maintain individual team records and statistics.
 - c. To report individual team scores and records promptly to the Statistician.
 - d. To apply League rules in situations which may occur during League play and settle any disagreements which may occur?
 - e. To attend Executive Meetings and assist in the formation of League policy and direction.
 - f. To ensure team attendance at General Meetings.
 - g. To ensure good sportsmanship.
 - h. Each Team Captain is responsible for having a copy of the Players' Handbook, and to have it available to all players on League night. Some changes may occur during the season due to difficulties encountered during play. Any changes will be discussed and voted on by the Captains and/or the general membership. Captains must note any changes in their copy of the Players' Handbook as they occur. If the need arises, there will be new and or revised copies of the Players' Handbook distributed at the beginning of each season.

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- i. Each team will supply a set of billiard balls and that white cue balls will be the only cue balls allowed for league play. (no measles cue balls allowed)
15. Removal from duty of Officers shall be considered for the following reasons:
 - a. Misappropriation of League or team funds. Misuse of League funds for personal or other uses which are not approved by general or executive members.
 - b. Failure to uphold the ideals of good sportsmanship.
 - c. Repeated failure to perform the assigned duties of the Officers' position, whether through oversight or neglect.
16. Removal of members of the Executive may be accomplished by any of three means:
 - a. By a vote at a League General Meeting.
 - b. By League referendum.
 - c. By a 75% majority vote among other members of the executive at an Executive Meeting.

(C) MEMBERSHIP

17. Members shall be obligated to pay a fee to the League. The amount and method of payment to be determined by a vote amongst the general membership at a general meeting. Upon payment of fees and while in good standing in the league, the member shall be guaranteed the opportunity to play on a regular basis, to have a vote at general meetings, and to have an opportunity to participate in all League events.
18. A member shall cease to be in good standing for failure to comply with the rules or directives of the League, or for failure to uphold the ideals of good sportsmanship. Key components of good sportsmanship are courtesy and good manners. Displays of temper, rude comments or gestures, and inappropriate conduct due to intoxication will all be considered poor sportsmanship. Violent behavior shall mean automatic expulsion from the league. Arguing or disruptive behavior may mean expulsion or other penalty as determined by the League Executive. Any action by any member causing the League to come into disrepute will be dealt with as determined by the League Executive.
19. Grounds for removal of Teams:
 - a. No representation at a General Meeting by either team or establishment.
 - b. Failure to comply with monetary obligations to the League.
 - c. Repeated failure to comply with League rules.
 - d. Poor sportsmanship.
20. Removal of Teams from the League may be accomplished by either of two means.
 - a. By referendum vote.
 - b. By League members at a General Meeting.

(D) MEETINGS

21. Annual General Meetings (AGM's) shall be held after the banquet each year to elect Executives and to discuss membership fees, other monetary levies, fund raising, and approval for general expenditures, major policy decisions, and matters relating to by-laws or League operations.

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22. Voting rights at General Meetings shall be extended only to members of the League in attendance at the meeting and in good standing. There will be no proxies.
23. Every team must have representation at General Meetings. Failure to do so may result in expulsion. Attendance levels may be required by each team, or penalties may be levied as determined by the general membership.
24. Executive meetings shall be held as deemed necessary by the League officers. Items to be discussed at these meetings may include approval of normal operating expenditures, refinement of rules, and policies and resolution of conflicts and problems.
25. Voting rights at executive meetings shall be extended to all members of the Executive or their duly appointed representatives, with the exception of the President. The President shall cast the deciding vote only in the event that a vote ends in a tie. Other than as defined previously, all matters put to a vote before the Executive shall require a simple majority of voting members in order to pass.
26. Every member of the Executive shall be required to attend or have representative at all Executive meetings. Officers may not also serve as team representatives for any team. Penalties may be levied for non-attendance as determined by the Executive. Repeated non-attendance may result in removal from the Executive.
27. Ejection from meetings: If an attendee at any meeting is, in the opinion of a majority of the league officers, too intoxicated or too disruptive to contribute to the success of the meeting, the individual will be asked to leave. The team being represented by the disruptive individual will bear the responsibility of any penalty points caused by the ejection of the player. Failure to leave when asked to do so will be grounds for immediate expulsion from the league.

(E) FINANCIAL RESPONSIBILITIES

28. All financial expenditures or bank withdrawals must bear the signatures of two of the three Signing Officers, being the President, The treasurer and/or the Vice-President.
29. The Senior Executive shall have the authority to make expenditures necessary to the normal operation of the League without prior approval of the general or Executive membership. Such expenditures shall not exceed \$300.00 on any item and may include, but not restricted to: office supplies and materials, printing, photocopying, typing stationery, telephone, score sheets, postage, etc. All expenditures shall be fully documented and presented to the general executive at the next meeting.
30. The General Executive shall have the authority to approve normal league expenditures greater than \$300.00 without general membership approval and up to \$3,500.00 for banquet, trophies, awards and tournament play-off money. All expenditures shall be fully documented and presented at next general meeting.
31. All exceptional expenditures must be approved by the general membership at either a General Meeting or by referendum majority vote. These expenditures may include but are not restricted to tournament fees, travel expenses, charitable donations, awards, sponsorship fees, office equipment, etc.

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32. All fund raising activities including assessment of membership fees and special fund raising events may only be undertaken with the approval of the general membership either by vote at a General Meeting or through referendum.
33. The Provincial team may fund raise from season to season. If the Provincial Team does a fund raiser what ever funds they raise will be matched by the league up to a maximum of \$1,000.00 per season.
34. The Secretary/Treasurer shall provide a statement of income and expenses at every 8/30/2010 Executive meeting and a full financial report at General Meetings.
35. No member of the League or League Executive shall incur any form of indebtedness in the League's name.
36. Priority of expenditures shall come in the following order:
 1. Singles play-off tournament prize money.
 2. Normal operating expenditures up to \$300.00.
 3. Banquet costs at season end.
 4. Trophies and Awards.
 5. Any or all banquet or operating deficits.

(F) GENERAL

37. The League's three signing officers must not be related in any way.
38. President and Vice-President cannot play for the same team.
39. The League shall provide grievance forms to the general membership for the purpose of filing grievances regarding rules and sportsmanship. Grievances to be dealt with by executives of the League at the next scheduled Executive meeting.
40. By-laws may only be amended by referendum or by general membership in attendance at a General Meeting. NOTE * exception to By-laws 1 to 7 which may only be amended by a two-thirds majority of the entire league membership.

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2. FRASER VALLEY POOL LEAGUE RULES OF PLAY

(I) CONDITIONS OF PLAY

1. Unsportsmanlike conduct: As outlined in the Fraser Valley Pool League by-laws #18: If there is a situation that cannot be resolved by the captains and/or players, you must fill in a "Grievance Form" and turn it into the Executive Committee immediately and the matter shall be dealt with promptly.
2. Standard size, standard weight set of balls must be used to play all games. It is the responsibility of the Team Captain to make sure that the set of balls is available for use during League play. Penalties will be assessed for lost, missing or forgotten set of balls. A one (1) point penalty will be assessed for a forgotten set of balls on a night of play.
3. All games will be played on standard 4' x 8' pool tables with Boston cut pockets. Undersized, oversized or tables with snooker cut pockets will not be permitted. In the event that coin operated tables are used, the tables must be open so players can retrieve scratched cue balls without paying for ball return.

(J) GENERAL RULES

1. Play will begin at 7:00 PM.
2. Every shot is a call-pocket shot. In Call Pocket, a player may shoot any ball he chooses, but before he shoots, must designate the called ball and called pocket. Obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any of the shooter's balls additionally pocketed on a legal stroke are counted in the shooter's favor. Any of the opponent's balls pocketed during a legal stroke remain pocketed. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.
3. For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a "safety" to his opponent. If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed. It is the shooter's responsibility to make the opponent aware of the intended safety shot.
4. It is also an option to call "no call" and then execute a shot. So long as all other requirements of a legal shot are met, it is a legal call. Any ball pocketed on "no call" remains pocketed and the player's turn then ends.
5. The player shooting the 8-ball must call the pocket where the 8-ball is to be pocketed.

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6. A player must pocket either all of the solid coloured balls (1-7) or all of the striped balls (9-15) before pocketing the 8-ball in the designated pocket. The 8-ball must be pocketed on a separate shot.
7. The winner of a coin flip will break the first game. After the first game, the player from the winning team will break; and the breaking player will also rack the balls. The winning player will set the rack for the incoming players.
8. Before the break, the cue ball must lie within the kitchen area as determined by the base of the cue ball where it contacts the table. The line marking the kitchen area is determined to be outside the kitchen area.
9. A legal break is made providing at least four (4) balls from the rack hit a rail. Failing to do so, the player must re-break. If you don't make a legal break after the second opportunity that player (shooter) has committed a foul and the opponent is given the break.
10. 8-ball pocketed on the break. If the Eight ball is pocketed on a legal break, the breaker is credited with an eight ball break on the score sheet. The breaker may then ask for a re-rack and break once again, or may spot the eight ball and continue shooting with an open table. If the breaker scratches while pocketing the eight ball on the break, the incoming player has the table, with the option of either a re-rack or spotting the eight ball and shooting with ball in hand anywhere
11. The table remains open after the break, regardless of any balls pocketed on the break.
12. An open table exists when:
 - the cue ball scratches or jumps off the table on the break.
 - no balls are made on the break.
 - one or more balls from both groups are pocketed on the break.
 - a player facing an open table does not legally pocket a ball.
13. On an open table, any combination is legal except hitting the 8-ball first. But the ball and pocket must be called. The group legally pocketed becomes the players group.
14. Any ball that is knocked off the table during play is not spotted but is considered a ball out of play.
15. If a player relinquishes the table to an incoming player and a ball then drops in a pocket, it is still the incoming player's shot.
16. If the 8-ball falls into a pocket during play, totally unassisted, ie the 8 ball was hanging BCA ruling 5 second rule the ball is spotted in place as it was.
17. If a player legally pockets a called ball from the object group, the player shoots again, even if a ball from the opposing player's group is pocketed.
18. If a player legally pockets the 8-ball and pockets an opposing player's ball on the same shot, the player shooting the 8-ball wins.
19. Outside interference: Outside interference can only be caused by an unforeseen event or by a person who is not a member of either team playing the match. If the balls have been moved by any outside interference, the balls are to be replaced as close to their

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original position as possible. In an extreme case, where replacing a ball or balls is impossible, and with the consent of both players, the game may be re-racked.

20. Player interference: Player interference occurs when a player from either team who is not an actual competitor of the game in progress either (a) accidentally or (b) deliberately causes movement of one or more of the balls.
- (a) ACCIDENTAL: If a player inadvertently bumps you while you are shooting, causing movement of the balls in play, it is deemed to be accidental. In favor of good sportsmanship, the players involved in the game should try to replace the ball(s) in their original position(s). After the balls have been replaced, the teammate of the person who “bumped” the shooter, causing the movement of the ball(s) must concede ball in hand to the opponent. If the ball(s) cannot be replaced to the agreement of both players, the game must be replayed.
- (b) DELIBERATE: This situation normally occurs when a player is not paying attention to the match in progress; i.e. when the player on deck thinks that a game has ended and begins to re-rack the balls for their upcoming game before the game has in fact ended. If a situation such as this occurs, the offending player’s teammate automatically loses the game that was in progress.
21. Masse shots: Masse shots are permitted.
22. Jump shots: Properly executed jump shots are permitted. A properly executed jump shot must be executed by striking the cue ball above the centre point of the ball with the tip of the cue. Jump shots executed by “scooping” under the cue ball to lift it off the table or by striking the cue ball with anything other than the tip of the cue are not permitted.
23. Coaching: A player must specifically ask another team member up to the table for advice. The team member who is asked to coach:
- Must be an active participant in the night’s match.
 - Must not be coaching on another table.
 - Must not be playing a match.
 - No mechanical devices such as cue chalk, cue ball or cue stick can be used by the coach when coaching a player. Doing so is a ball in hand foul.

One coach per game, maximum one minute per coach is permitted. However when the coaching time approaches the allotted 1 minute the player shall be notified by the opposing player that the time is now up. If a player passes the allotted 1 minute coach (1 per game) a foul shall be called and ball in hand shall be given to the opponent. How and when a player chooses to use his/her coach during a game is up to that player. The coach is not allowed to touch any of the balls in play, including the cue ball. It is a ball-in-hand foul for any movement of balls by a player not directly involved in a game.

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24. Taking apart a cue stick during a game to change shafts or perform a jump shot is not a concession of game, but the opposing player should be notified of this in advance of the shot. Otherwise, taking apart a cue while your opponent is the legal player at the table to resign or distract your opponent is considered to be unsportsmanlike conduct.
25. Adopt BCAPL rules of play while keeping the FVPL specific rules. This would mean rules such as split shots, push shots and other gray areas not covered by FVPL specific rules then the BCAPL rules to apply.

(K) GENERAL FOUL RULES

1. All fouls are cue ball in hand anywhere on the table.
2. When a foul is called by the player waiting to shoot, do not touch any balls until the foul has been acknowledged by his or her opponent. Touching any ball when a foul has not been committed is a foul against the player touching the ball.
3. New players or spares who are unfamiliar with the rules must first call a foul if they suspect a foul has occurred, then they may ask a teammate for a clarification of the foul rules (this does not constitute a coach, so long as advice on how to play the shot is not given). There is no penalty for players who are unfamiliar with the rules calling fouls in error, so long as no balls are touched or moved.
4. Players are responsible for their own games and must call their own fouls. If a player points out a foul against a teammate, the foul may be taken by the opposing player. If anyone else draws the attention of a waiting player to a foul in any manner when the waiting player obviously did not see the foul, it is as though the foul did not occur.
5. Any player on the team may remind a player to call the pocket.
6. If any player leaves before they have played their four games, they will automatically forfeit all of their games for the night. Any games the player may have won prior to leaving will be credited to the player's opponent.

(L) SPECIFIC FOULS

1. If a player moves the cue ball in any manner other than by stroking it with the cue during the course of play, unless placing the cue ball with the ball in hand. Stick handling is allowed. See BCA ruling you can not use the tip of your cue or any chalk surface of you cue stick. If you use the tip of your cue to adjust the cue ball it will be a ball in hand foul.
2. If a player does not make contact with a ball from their object group.
3. After the cue ball makes contact with the object ball(s), if neither the cue ball nor any other ball(s) hits a rail. (This rule does not apply if a ball is pocketed.)
4. **OBJECT BALL FROZEN TO CUSHION OR CUE BALL**
This rule applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen object ball, the shot must result in either:
 - (a) A ball being pocketed, or;

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- (b) The cue ball contacting a cushion, or;
 - (c) The frozen ball being caused to contact a cushion attached to a separate rail, or;
 - (d) Another object ball being caused to contact a cushion with which it was not already in contact. Failure to satisfy one of those four requirements is a foul. (Note: 14.1 and other games specify additional requirements and applications of this rule; see specific game rules.) A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.
5. If the cue ball is double hit by the cue stick.
 6. Making a jump shot by lifting the cue ball over another ball.
 7. Any split hit except when both balls are from the player's object group.
 8. Bouncing or jumping a ball off the table.
 9. Altering or stopping the movement of any ball during the course of a shot.
 10. Not having a least one foot on the floor while taking a shot.
 11. A cue ball scratch.

(M) MOVEMENT OF BALLS OTHER THAN THE CUE BALL

1. It is not a foul to accidentally touch stationary balls located between the cue ball and the shooter while in the act of shooting. If such an accident occurs, the shooter should allow the non-shooting player to restore the disturbed ball(s) to their correct position(s). If the shooter does not allow (or cannot, because the cue ball is already moving) such a restoration, and a ball set in motion as a normal part of the shot touches such an unrestored ball, or passes partly into a region originally occupied by a disturbed ball, the shot is a foul. In short, if the accident has any effect on the outcome of the shot, they must be restored following the shot. It is a foul to play another shot before the opponent has restored any accidentally moved balls.
2. At the non-shooting player's option, the disturbed balls will be left in their new positions. In this case, the balls are considered restored, and the subsequent contact on them is not a foul.
3. It is still a foul to make any contact with the cue ball whatsoever while it is in play, except for the normal tip-to-ball contact during a shot.

EXAMPLES:

- a) If a player executes a shot, then accidentally brushes a ball with their cue, or the rest, or part of their clothing after making contact with the cue ball, it is not a foul so long as no other ball comes in contact with the disturbed balls or passes through the space the disturbed balls occupied.

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- b) If a player disturbs a ball which is part of a group, and the player is intending to strike that group to break out balls, either the disturbed balls must be replaced prior to striking the cue ball, or it is a foul upon any ball striking the group.
- c) The player who disturbs the balls may not touch them to restore them to their original position. To do so would be a foul. They can only be replaced by the opposing player.

(N) LOSS OF GAME

1. When the 8-ball is the legal object ball, a scratch or foul is not loss of game if the 8-ball is not pocketed or jumped from the table. Incoming player has cue ball in hand.
Note: A combination shot can never be used to legally pocket the 8-ball, except when the 8-ball is the first ball contacted in the shot sequence
2. Making the 8-Ball out of turn.
3. Pocketing the 8-Ball in any other than the pocket called.
4. Making the third consecutive foul without either player making a legal shot in between fouls.
5. Intentionally causing a ball to move by any illegal means (pushing on bed cloth, bumping or slapping table, etc.)

NOTE: Committing #1, 2 or 3 above results in automatic loss of game. Committing #4 or 5 above, the opposing player ONLY must call the foul and loss of game prior to ending the game and shaking the opponents' hand. The shaking of hands verifies the end of a game.

(O) GENERAL LEAGUE INFORMATION

1. Late Players: If the two captains can come to an agreement before play is to start, anything they decide is fine. If the Captains cannot come to an agreement, here are the guidelines and suggestions:
 - If you have a no-show or a late player, re-write your list if you have to, but put that player last (in the "J" spot).
 - If you have a player that is late he has until the start of his game in the next round before he loses his first match and so on. However the penalty for being late he or she does not get to break for the game that they were late.
 - The same rules apply if a player disappears during the course of play, and cannot be found when their game is called.
 - PLEASE NOTE - IF A PLAYER DISAPPEARS DURING PLAY AND DOES NOT COME BACK, YOU CANNOT SUBSTITUTE SOMEONE ELSE FOR THAT PLAYER. (Please see General Foul Rules #6.)

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- Once the names have been drawn, no player will be allowed to play their games out of order or back-to-back in order to leave early, other than in exceptional circumstances and only when both Team Captains are in agreement.

2. Winter Weather Conditions: If, on the night of play, weather conditions make it impossible to get your team together, the two captains that are playing each other may decide between themselves to postpone that night of play. If you decide to play on another night you must do so within two weeks. If you need spares for that make-up game, you MAY NOT use a league member who was in fact playing on the night you cancelled. The scorekeeper must be notified of any changes immediately.

(P) DEFINITIONS

1. Table Run: A table run occurs when a player sinks all of his/her object balls and then the 8-ball during their first opportunity to shoot at the balls following the break. (Examples: - If the player breaking the balls sinks at least one ball on the break, this will be their only opportunity for a table run, however if they fail to make all of their balls, the incoming player also has an opportunity for a table run, even if their opponent sunk one or more of their balls during their turn at the table. If the person breaking the balls does not make any balls on the break, they still have an opportunity for a table run the next time they approach the table.)

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3. Tournaments

(A) F.V.P.L. Yearend Team Playoffs

Any spares must have played at least 4 times for one team or 6 times for the league in a current season to qualify to play in the playoffs. If the spare has only played 4 times for one team then that spare is only eligible to play for that team during the playoffs. If a spare has played 6 times for the league (whether it be 6 times for one team or once for 6 teams that spare is qualified to spare for any team during the playoffs. However, if a spare that has qualified for playoffs and is playing for a team that gets knocked out then the spare is also knocked out. Neither a league player nor a qualified spare is allowed to play for another team during playoffs once your team has been knocked out. Once you're out your out.

Format

Once the season ends the teams will be split into two divisions (A) upper and (B) lower divisions and the seed those divisions accordingly for team playoffs. The split will either be top 4 and bottom 10 or top 6 and bottom 8, yet to be determined. If there are an uneven number of teams, then one team will get a bye.

Team(s) receiving the bye(s) will be the highest ranked teams (overall in points).

The highest ranking team in any match shall have the advantage of being the HOME team. In the event of two teams both having the HOME advantage and both teams are playing out of the same location, the team with the highest ranking finish will get the advantage of the location. The team with the lower ranking finish will discuss with their opponents and agree upon a change of venue which is acceptable to both teams.

NOTE: The location decided upon must be a neutral locale that is in our League and not being used that night. If there is a change of venue, the higher ranking team still retains the advantage of being the HOME team.

If both teams concur, the playoff match may end when one of the teams reaches 21 points. If either of the teams wishes to play out the entire match regardless of the score, the entire 40 game match MUST be played.

NOTE: If any player leaves before they have played their four games, they will automatically receive a "0" for the night, regardless of how many points they have already accumulated.

In the event of a 20 – 20 tie at the end of play, each team shall select one player from their team to compete in one final game, winner take all. If the teams agree, the chosen players may play a race of any length rather than a 1-game match.

NOTE: The year end Tournament shall be played on Wednesday nights after the regular season play has concluded. One week in May will be taken off for players playing in the BCA tournament in Vegas.

(B) F.V.P.L. Yearend Singles Tournaments

All players must have played at least 60% of the league season to qualify for any yearend Singles Tournament. Competitors for the tournaments are chosen based on overall win

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percentage at yearend. Percentages are based on the number of games won divided by the number of games played. If players are tied for percentage, total points are used as the first tie-breaker, with the highest total points chosen first. If players are tied both on percentage and points, a blind draw is held to determine who fills the spot(s). If a player or players are not able to play, the field is filled from the list of players who have expressed an interest in playing in a higher ranking tournament. If chosen to play in a higher ranking tournament, the player can no longer play in the tournament in which they were originally scheduled.

NOTE: All Singles Tournaments will be held at sponsor locations, which will be determined by the League Executive.

Format

(i) **Top 32 Tournament**

The top 32 player's singles tournament will be seeded with "BYE"s if the entire field cannot be filled. The format is a double knockout, race to 5 on both the "A" & "B" sides. Stick fees are \$10.00 per player, and are the responsibility of the individual player (although some teams pay the player stick fees from their team funds).

The total purse is the total of the stick fees, plus 33.3% of the total playoff money accrued by the League, plus any 50/50 money raised during the event. Prize money is paid to 25% of the field regardless of the number of players competing.

(ii) **Second 32 Tournament**

Open to players positioned 33rd through 64th on the Yearend Standings report, unless they have volunteered to play in the Top 32 Tournament. The format is the same as for the Top 32 Tournament with the exception that the race will be to 4 on both sides.

The total purse is the total of the stick fees, plus 33.3% of the total playoff money accrued by the League, plus any 50/50 money raised during the event. Prize money is paid **to 25% of field** regardless of the number of players competing.

(iii) **Consolation Tournament**

All remaining players in the League who have played at least 60% of the League season and who have not already played in either of the above tournaments qualify for this tournament. The format is the same as above with the following exception that the race is determined at the time of play (dependent on the number of players competing).

The purse consists of all player stick fees plus 33.3% of the total playoff money accrued by the League, plus any 50/50 money raised during the event. The number of players paid out depends on the number of players competing, but will be a minimum of 25% of the field.

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The \$10.00 stick fee will be prepaid. Each Captain will collect the stick fee from their players wishing to participate and bring the money & information to the last Captain's meeting prior to the Single's Tournament.

NOTE: FVPL 8-Ball Rules of Play will be used for all Singles Tournaments, with the following exception; winner of the coin flip shall break the first game and then alternating breaks thereafter.

(C) Fraser Valley Invitational Challenge

This tournament is held once a year (around the end of February) and will involve a team from the Fraser Valley League and one of the other player-run leagues from either on Vancouver Island or from within the Lower Mainland. All competitors must have played at least 75% of the League season prior to the staging of the event.

This is a team event, with our team consisting of one representative from every team in the Fraser Valley Pool League plus the top 4 women (as of 2 weeks prior to event). The manner in which each team chooses its representative is entirely up to the team, and the player chosen may be either a man or a woman.

Format

Play starts at a location to be determined by the hosting League as early as possible on Saturday morning, and continues into Sunday.

Each player will play 3 games against each opponent, with one point awarded for each game won. Both men and women play whoever they draw. The winning team is determined by the highest point total at the end of round robin play. The number of rounds may vary due to time allowed and/or the number of tables available to play on.

The rules of play are the standard Rules of Play of the host League.

Stick fees are \$25.00 per player – to be paid from each player's "Team Funds".

The prize is a Floating Team Plaque plus the winning team receives all the combined stick fees.

If time allows, an open singles tournament is also held in conjunction with this event. The open tournament is double knockout, with the race to be determined at event time. Entry fees will also be determined at event start but will be solely the responsibility of each player participating. Payout will be 25% of the field and is based on the number of entrants.

Captains will be notified at the startup Captains meeting when the cut-off date is to submit your player. A team meeting will be held prior to the tournament weekend, and all team players must be in attendance or they will be replaced at meeting time.

(D) Lower Mainland 8-Ball Christmas Invitational Charity Event

Participation is by invitation of the hosting and organizing League, which is the Pacific Pool Alliance. Participation is restricted to non-profit player organized and operated Leagues in the Lower Mainland.

The tournament is held on the last weekend of November, at a location to be determined by the host League.

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All competitors must have played a minimum of 75% of their League's current regular season prior to the event.

Each team must consist of 16 players; with at least 4 representatives of either sex (the exception to this rule is the B.C Women's Pool League, which will field 16 women).

This is a team event, with our team consisting of one representative from each of 12 teams in the Fraser Valley Pool League plus 4 women to be chosen in a manner to be determined by the general Executive at a Captain's Meeting. The manner in which each team chooses its representative is entirely up to the team, and the player chosen may be either a man or a woman.

Format

Each team plays every other team in the tournament once. Every player plays two games against each opponent, with one point awarded to the team for every win. The number of opponents each player plays will be determined by the hosting League, and will also be determined by the number of teams competing, time allotted and the number of tables available for play.

Stick fees are \$20.00 plus a non-perishable food item per player. It is up to each team to choose whether stick fees are to be covered by the individual or by the team from "Team Funds". In the spirit of a charity event, it is recommended that teams strongly consider supporting their team representative for this event

Rules

The Rules of Play are as set out in the B.C. Provincial Tournament Guidelines. The Rules of Play may be amended at a meeting held by representatives of each competing League following the completion of each tournament weekend.

Prizes and Awards

Are determined by the hosting League and are usually based on available resources. As this is a charity event, cash and trophy awards may depend on donations. Each competitor will receive a certificate of recognition for having been a competitor in the Lower Mainland 8-Ball Christmas Invitational.

(E) B.C. Provincial Inter-League Championship

Open to competition by all non-profit player organized and operated mixed Leagues in the province who play a minimum of 20 weeks of regular intra-League competition.

The tournament will be held each Labour Day weekend at a location to be determined by the host League. The host League is determined by a formula agreed upon by representatives of the Leagues in attendance at each event.

All competitors must have played a minimum of 60% of their League's regular season.

Each team must consist of 16 players, with at least 4 representatives of either sex.

The team for the Fraser Valley League will consist of the top players in the League based on personal points at yearend and will be the top 12 males and the top 4 females.

In the event of a tie for a spot on the team, the player with the highest shooting percentage will be chosen. In the event that players are tied both on points and percentage, there will

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be a playoff for the team spot. The format will be decided by the Senior Executive and the players involved and must be played off before July 15 prior to tournament weekend.

Fund Raising

Once the team has been determined all players must be available throughout June, July and August to help raise money for Team Shirts and or Stick fees. Fund raisers are usually in the form of inter-League tournaments with other local Leagues. All details will be announced at the yearend General Meeting. It is the responsibility of all players chosen for the Provincial Team to organize and assist in fund raising activities for the next year's Provincial Team until such time as the new team is chosen.

Entry Fees

A \$400.00 sponsorship fee is paid by each League upon registration for the event. The sponsorship fees are used by the hosting League to help defray the cost of running the event. Such costs may include trophies, site rentals, table rentals, door prizes etc.

Stick fees are \$25.00 per player (if there are League monies available, the general membership may vote to pay all stick fees; team total is \$400.00)

Travel Fund

A Travel fund for the Fraser Valley Pool League Provincial Team shall be accrued at \$375.00 per year to a maximum of \$1,500.00.

Format

Each team plays every other team in the tournament once. Every player plays two games against each opponent, with one point awarded to the team for every win. The number of opponents each player plays will be determined by the hosting League, and will also be determined by the number of teams competing, time allotted and the number of tables available for play.

Rules

The Rules of Play are as set out in the B.C. Provincial Tournament Guidelines. The Rules of Play may be amended at a meeting held by representatives of each competing League following the completion of each tournament weekend.

Prizes and Awards

Are determined by the hosting League and are usually based on available resources. At a minimum, there will be individual and team trophies for the winning Leagues, 1st place and 2nd place, along with a cash payout. Each competitor will receive a certificate of recognition for having been a competitor in the Provincial Championships.

Complete details of the B.C. Provincial Inter-League Championships are available for any FVPL member. You may obtain a copy from the League Secretary.