2020-2021 ABERDEEN VALLEY LEAGUE BY-LAWS

1. Starting time is 7:00 p.m. Forfeit time is 7:30 p.m. If an **ENTIRE TEAM** is not at the scheduled location by 7:15 please call someone! Schedules do get read incorrectly and the sooner we can figure issues out the sooner things can be corrected. Teams must have at least two (2) players present in order to begin play. Remaining players not present when play begins, have until the end of the second round (or 7:45 p.m., whichever comes first) to make up the games by-passed in the first two (2) rounds. If a player does not meet this deadline, but shows up for the final two (2) rounds, he can play those rounds. Always remember that these rules are left up to the discretion of the opposing captain. (GOOD SPORTSMANSHIP) If Saturday matches are played, the first match will start at 1:00, with forfeit time at 1:30. The above time criteria will be used with the start time of 1:00 for Saturdays instead of 7:00.

2. Play will consist of four (4) players per team, playing four rounds each week. Standings will be based upon an accumulation of the five (5) weekly round points (one point for each round won, one-half (1/2) round point awarded to each team if there is a tie in any given round, and one point awarded for the total score at the end of the night). All play is rack your own – racker breaks and pays.

   We are using a scoring system that rewards the winning player with three points plus one point for each ball his opponent has on the table. The losing player receives a zero for each game lost. For example: Player A wins the game and his opponent had two balls left on the table, he would win 5-0. Rounds are based on the accumulative total of all players and the team handicap. We no longer use a patch to designate the pocket for which the 8-ball is to be made. If you are unsure as the opponent, please ask the shooter which pocket is intended for the 8-ball.

   Each team will total their team handicap. The team with the higher total subtracts their opponents' total handicap. This figure is then divided by four. This number will be used for handicap for each round. Any uneven handicap points will be distributed equally beginning with round one, round two, etc. until all leftover points are used.

   Each team will receive a score sheet in their packet each week. However, only one team needs to complete the sheet. If you are only going to complete one sheet, you must agree on this before the match starts. You also need to keep a close watch on this during the match to avoid discrepancies.

3. The league champion will be determined as follows. If we have two halves, each halve winner will be in a playoff. If we have three sessions, and two different winners, each of these teams will have a playoff. The playoff will be similar to a double elimination format with the team winning two sessions having to be beaten twice. If we have three sessions and three different winners, the three teams will have a playoff consisting of a round robin format. If the same team wins all halves or sessions, there will be no playoff.

   Playoff location for the championship will be determined by a flip of a coin. Winner will be the home team for each match.

With a two halves playoff, the accumulation of round points will determine the position in which each team finishes each session. The champions from each half will have a playoff to determine the overall league champion. The handicap for the playoff will be as follows: The first half champion will use their averages from the first half of play. The second half champion will use their averages that were established during the second half of play (the entire season). The team that wins 3 or more rounds will be the league champion. If agreed upon, the playoff can be shot with five players instead of four – both teams must agree to this and round points will still determine the champion.

If the playoff ends in a round point tie, the last round will be shot again in the same order with the same handicap. A coin will be flipped and the winner of the coin flip will break first, alternating thereafter. If the first playoff round results in a tie, a second tiebreaker round will be shot with the opposite players breaking as broke in the first tiebreaker round. This scenario continues until a winner is determined.

If during three session seasons and there are three different winners, the following format will be used. The champions from each session will play a round robin to determine the overall league champion. The handicap for the playoff will be as follows: The first session champion will use their averages from the first session of play. The second session champion will use their averages that were established during the first two sessions of play. The third session champion will use their averages established during the entire season. The first playoff match will be the first and second session winners. The second will be first and third session winners and the third will be the second and third session winners. These matches will need to be played between the end of the regular season and the payout/party night. Round points accumulated during the playoff matches will determine the overall champion. In the event of a tie during the playoff, total points during the playoff will be the tiebreaker, followed by rounds won and finally 8-ball games won during the playoff. If agreed upon, the playoff can be shot with five players instead of four – all teams must agree to this and round points will still determine the champion.

In order to participate in the playoff, all players must have played at least three weeks with the team they shoot for. Players can only on one team during the playoffs, no more roving subs one the playoffs start.

The loser(s) of the playoff will fall in to the point criteria below to determine their finish for the entire year. A point value will be awarded to each team, based on how they finished each session. Example: 10-team league – 1st place = 10 pts, 2nd place = 9 pts, 3rd place = 8 pts, etc., all the way down to last place = 1 pt. The two or three point values, one from each session, are added together for each team to come up with a season total. The place each team finishes is determined by their point totals from highest to lowest. In the event of a tie, total points will be the tiebreaker, followed by rounds won and finally 8-ball games won.

4. The following criteria applies for all teams and players:
   a.) Each player must pay the $23.00 sanction fee prior to playing.
   b.) We will use floating subs. This means a player can play for any number of teams in the league.
   c.) The weekly fee will be the responsibility of the missing player, if not paid for by the sub, and must be paid each week.

d.) Players who have not played at least three (3) weeks prior to the final three weeks of the season will use the following scenario for their averages until they have reached three (3) weeks of play:

The player will use the higher of their own average or the average of the highest player not playing on that team that week.

e.) Players who have not played for a team at least once are not allowed to play for a new team the last three weeks of play. This applies to the playoffs as well.

5. Weekly player fee is $5.00. This money accumulates in the players' fund to be paid back at the end of the year.

All teams must pay the player fees in full each week ($20.00 per team). Any team not paying all monies may forfeit any rounds won each week that they have not paid the full amount. Either subs or the player needing the subs should pay the player fee for that week.

6. Sanction fee is $23.00 ($15.00 for Valley sanctioning and $8.00 for bookkeeping fees).

7. Those players having played at least three weeks last year, will use last year's average, continue to accumulate points and handicap will be figured based on the two year running average. New players will establish their average and handicap after the first three weeks of play and will use their current average thereafter (with the exception of the final three weeks of the season – see 4d). New players after the first three weeks will establish their average their first week of play.

8. "No-shows" will be scored a six for the opposing team. No handicap for forfeiting player. In the event of a total team forfeit, the scoring will be as follows:

a.) The winning team will receive five (5) round points, plus the average number of total team points they have scored up to that point during the half.

b.) If there is a total team forfeit more than once by the same team throughout the season, that team will then be dropped from the league for the rest of the season. All monies paid in will be forfeited in to the prize fund.

c.) If a team is dropped from the league, we will go back to the beginning of the session which this happens, and change all scores for that team to a zero. Their opponents will be awarded 5-0 for round points and their average number of total team points scored during that half.

9. The cash payback will be determined by the fourth (4^{th}) week of league play by a vote of the team captains. The committee will present the payout option.

10. Three (3) players volunteered to form a committee to govern the league and call meetings. They will also present pay out options to be voted on by the captains. The volunteer members for the current season are as follows: Kathy Onkka, Larry Jaragoske, and Chad Erickson.

11. Individual awards will be as follows:

High "A" Scratch High "A" Handicap High "B" Scratch High "B" Handicap	The criteria and any cash prizes will be determined by the committee. (60% of league play to qualify)

12. Team champions will receive trophies or plaques.

13. The protest procedure is as follows:

    Must be presented to the league committee in writing by the team captain within twenty-four (24) hours of protested match, accompanied by $10.00. The committee members will review the protest and issue a final decision. If a protest is upheld, the $10.00 will be refunded. Upon making a decision on the protest, the committee will notify the bookkeeper of any change on the scoresheets.

14. All rule problems and changes in the league policy, not covered in the by-laws or league meetings, will be addressed by the committee and decided on by captains if necessary.

15. This will be the definition of an ERO (Eight-ball Run Out): The only time a player may achieve an ERO is in his first approach, with 15 balls on the table. If the breaker runs out and wins the game from the break, it's an ERO. If the breaker does NOT make any object balls, his opponent will have a shot at an ERO. He must pocket his 7 object balls and the 8-ball without a miss.

    THIS WAY OF DETERMINING AN ERO WILL BE USED FOR CRITERIA ON ANY HANDICAPPED TOURNAMENTS WHICH MAY BE PLAYED IN BY ANY OF OUR PLAYERS.

16. These bylaws will be on the Hub Music and Vending website, along with the schedule, handicap chart and standings. The league will be using CompuSport for standings this year so you will be able to see the standings as soon as they are entered (usually by Friday noon after Wednesday play).

    All players in this league are now eligible to play in many tournaments in multiple locations. Please see the website for a list of these tournaments, locations and dates.

    The website is: Hubmusicandvending.com

17. Please drop both packets off at Lager's after play each week as soon as possible.