

## **ABQ AMUSEMENT VNEA POOL LEAGUE CAPTAINS GUIDE**

**Important numbers are as follows: Shane Massey...505.204.3116  
Shane Jorgensen 270.9529  
Email: Shane@abqamusement.com**

### **CAPTAINS RESPONSIBILITIES**

**(A) CONDUCT YOURSELF WITH THE UTMOST INTEGRITY AND ENCOURAGE YOUR TEAM TO DO THE SAME.**

**(B) READ ALL NOTES ON STANDING SHEETS AND TELL YOUR TEAM MATES TO DO THE SAME.**

**(C) ENVELOPES AND INFO SHEETS SHOULD BE COMPLETELY FILLED OUT, MONIES COLLECTED (NO CHECKS ACCEPTED) AND DEPOSITED IN THE TABLES BEFORE YOUR MATCH BEGINS.**

**(D) PLAY STARTS AT 7:30 PM**

**(E) All line-ups should be finished by 7:30pm and play should be starting. Teams have a 15-minute grace period. At 7:45pm, regular time NOT bar time, unless the opposing team has been previously notified, the forfeit rule will apply to the team that is late. Use good judgment and sportsmanship; forfeits don't benefit the league.**

**(F) Before the match begins it is both captains' duty to check the current standings sheet to make sure averages are correct and check player ranking.**

### **Rescheduling of matches**

**Rosters are set at 9 for 5 Man Teams and 6 for 3 Man Teams. In the event your team needs to reschedule, it is dependent upon the opposing team agreeing. Upon agreement, Shane's require notification within 72 hours from both captains, with a date and a time this match will take place. There is a 2 week limit to make up this match.**

**Failure on the part of the captains to contact Shane's will result in a 3-3 match score.**

**There will be no other rescheduling of the match, if a team does not show up for the rescheduled match, this will result in a forfeit.**

### **RULES**

**A. Break Your Own Rack.**

**B. The recognized official rules of play will be VNEA rules. Please see rule sheet or booklet.**

**C. All players MUST sanction their FIRST night of play. Sanction for the year is \$20.00, after December 3 the fee is \$30, if you sanction in the Summer Leagues your sanction is good through June 1st.**

**D. Shane's must approve any subs or new players not on the league player standing sheets 24 hours prior to the match. If a situation arises where there is a question regarding a notice, let the player play and if no notice had been received and the opposing team captain did not give express permission, his/her scores for that night will be removed from the score sheet and the sheet will be adjusted- points and rounds.**

**E. The main duties of a captain are SHOW UP ON TIME, HAVE YOUR LEAGUE MONIES READY, and DISPLAY GOOD SPORTSMANSHIP.**

## **CONCLUSION OF MATCH**

After the match is completed, both captains are responsible for verifying the score sheet and obtaining the necessary signatures. Home captains are responsible for placing a copy of score sheet into the table and for sending to one of the Shane's, or emailing the scores into the Shane's within 48 hours. Text Shane Massey @ 204.3116, or email shane@abqamusement.com

**FAILURE TO SUBMIT THE SCORES BY FRIDAY WILL RESULT IN THE HOME TEAM LOSING 1 ROUND.**

## **COLLECTION OF MONEY**

Each captain is responsible for collecting the money and making sure the correct amount is in the envelope including sanction fees. The home team captain will put all monies in the envelope provided to the home team captain. A paper will be provided to each team captain to wrap their monies in with all the pertinent information written on their sheet, example, who played, paid, sanctions, etc.. **ALL MONIES MUST BE DEPOSITED INTO THE TABLES BEFORE THE MATCH BEGINS.** Each location has pool tables with a slot above coin mechanism put your envelope in this slot making sure it is completely in and cannot be removed. Checks are not accepted.

***There will be no IOU's Allowed!!! If you don't pay, your scores will be deleted, and the scoresheet adjusted accordingly!***

## **SETTLING DISPUTES**

(A) Refer to the rulebook for a detailed list of rules on the game.

(B) If a player has a question on a rule during a match he/she should ask the **OPPOSING TEAM** player and/or the captain for a rule clarification. The player should make sure their captain is also present to make sure they agree on the ruling

(C) A player may select a member from his team or the opposing team to watch a shot. Both players involved in the game need to agree on the selected person watching the shot. If it is going to be a close call, a member from each team should watch the shot. The players who asked for the shot to be watched must then abide by the decision made by the judges watching the hit. (When a player is asked to watch a shot, they are then acting as a referee.)

(D) If no one watches a controversial shot and the players involved cannot agree, **THE DECISION WILL REST WITH THE SHOOTER.**

(E) Captains shall be responsible for settling any disputes that might arise during a match.

(F) The team captains and players are expected to be adults, decide what to do and continue the match. If a dispute cannot be settled, call Shane's for a final ruling (204.3116 or 270.9529).

**(G) Unsportsmanlike conduct will be dealt with in one of two ways: Either one warning before disqualification or immediate disqualification. A night of league play is entertainment and should never result in name-calling or profanity.**

**(H) If there is a player that consistently causes problems, he/she will be disqualified for the remainder of the session.**

**(I) If a dispute should result in a physical confrontation, it will be up to the discretion of the league office to never allow the player(s) involved in the fight to ever, ever participate in the league again.**

**(J) If a player and/or observer use profanity towards any player and/or observer, it could be called un-sportsman-like conduct. CAPTAINS, ANY PLAYER WHO CHOOSES THIS ACTION WILL BE DISQUALIFIED FROM THE LEAGUE. CALL US, THIS BEHAVIOR IS UNACCEPTABLE.**

**(K) Use of cell phones during play is limited to 1 minute per match. CELL PHONE USAGE DURING PLAY IS DISCOURAGED AND COULD ALSO FALL UNDER THE PENALTIES OF UNSPORTSMAN-LIKE CONDUCT.**

*No earphones, ear plugs, nor Bluetooth to be used during your match.*

## **UNSPORTSMANLIKE CONDUCT**

*ONE WARNING PER MATCH, NOT GAME...*

**IT IS UNSPORTSMANLIKE TO MAKE YOUR OPPONENT WAIT WHILE YOU...GET QUARTERS, GET A DRINK, FINISH YOUR CIGARETTE, ETC... YOU HAVE 5 MINUTES FROM THE TIME YOUR MATCH IS CALLED... BE READY...**

**ACTION: IT IS A LOSS OF GAME AND FURTHER ACTION FROM THE LEAGUE COORDINATOR AND ABQ AMUSEMENT WILL OCCUR, IF NECESSARY.**

**IT IS UNSPORTSMANLIKE TO THROW OR BREAK YOUR CUE STICK INTENTIONALLY (AN ACCIDENTAL SLIP DOES NOT COUNT) ON THE TABLE, THE FLOOR OR AT THE WALL, OVER ONE'S KNEE OR AGAINST THE FLOOR OR ANY OTHER SIMILAR ACTION...**

**ACTION: DISQUALIFICATION FOR THE REST OF THE MATCH AND 2 ADDITIONAL NIGHTS**

**IT IS UNSPORTSMANLIKE TO THREATEN, HECKL, AND SHARK (STANDING OVER THE TABLE WHILE YOUR OPPONENT SHOTS) ...**

**ACTION: DISQUALIFICATION FOR THE REST OF THE MATCH AND 2 ADDITIONAL NIGHTS**

**IT IS UNSPORTSMANLIKE TO THROW THE BALLS INTENTIONALLY WITH ONE'S HAND OR CUE STICK...**

**ACTION: DISQUALIFICATION FOR THE REST OF THE MATCH AND 2 ADDITIONAL NIGHTS**

## **FORFEITS/TEAMS DROPPING**

**(A) All line-ups should be finished by 7:30pm and play should be starting. Teams have a 15-minute grace period. At 7:45pm, regular time NOT bar time, unless the opposing team has been previously notified, the forfeit rule will apply to the team that is late. Use good judgment and sportsmanship; forfeits don't benefit the league.**

**(B) Any team short a player will receive 0's for every round that a player is absent and the opposing team will receive their own average points and a win.**

**(C) If a team drops past the halfway mark of a round, the remaining teams scheduled to play them will receive their average points, rounds, and wins. If a team drops before the halfway mark, all points, rounds, and wins will be backed out of the standings and the monies credited back to the team affected. If a team drops, they forfeit their monies to the league in which they played.**

**(D) Any major payout and/or schedule changes will require a captain's meeting as soon as possible.**

## **PROTEST PROCEDURE**

**(A) Only a team captain can protest a match.**

**(B) If a match is under protest, DO NOT SIGN THE SCORESHEET. A signed score sheet voids all rights to protest.**

**(C) Protests must be in writing and be submitted to the Shane's within 48 hours of the match.**

**1. BALL IN HAND...AFTER CONTACT WITH YOUR OBJECT BALL, ANY GROUP BALL MUST BE POCKETED, OR THE CUE BALL OR ANY OTHER BALL MUST CONTACT A RAIL FOR A SHOT TO BE LEGAL. THE PENALTY IS A BALL IN HAND TO THE OPPOSING PLAYER.**

**2. BE CAREFUL...INTENTIONAL MARKING OF THE TABLE IS NOT ALLOWED. THE PENALTY IS A BALL IN HAND TO THE OPPOSING PLAYER.**

**3. AN OBJECT BALL IS NOT CONSIDERED FROZEN 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.**

**4. ONLY THE PLAYERS INVOLVED MAY CALL A FOUL.**

**5. If a player has a question on a rule during a match, he/she should ask the OPPOSING TEAM player and/or the captain for a rule clarification. The player should make sure their captain is also present to make sure they agree on the ruling.**

**6. If a shot looks questionable, ask someone to watch the shot otherwise the call goes to the shooter.**