

# FIRESTAR POOL LEAGUES

## PLAYER'S GUIDE

140819

### CAPTAIN'S RESPONSIBILITIES

He/she shall be present or send an acting captain to all league meetings.  
If you don't you forfeit all rights to vote.

You must have your VNEA rulebook and patch with you at every match. Captains are responsible for knowing the rules. They must also be sure their team members know the rules/requirements and inform them of any changes, special instructions, and the next week's schedule. Home team Captain should make sure that visiting Captains are made aware of all instructions, announcements.

**PLEASE NOTE:** The league website ([www.firestaramusements.ca](http://www.firestaramusements.ca)) click on league, has all the rules, info sheets, schedules and divisions stats on it. All of which are printable.

Read, complete, and return with score sheet any surveys, questionnaires and ballots that are on the week's info sheet.

#### 1. PLAY STARTS AT 7:30 PM

All line-ups should be finished by 7:30 PM and play should be starting. Teams will have a 15-minute grace period. At 7:45 PM, the forfeit rule can apply.

#### 2. RULES:

The recognized official rules of play will be the VNEA rules. Please see the posted rules on the Leagues web site. If, after looking through the rulebook you cannot determine the ruling, I can be reached on my cell at **306-230-8190** on any **league night**.

#### 3. SETTING THE LINE-UPS:

- a. 25 and 16 game format – line-ups may be placed in any order. Home team places line-up first.  
20 game format – line-ups must be placed from lowest to highest averages.
- b. **Players with no stats, will shoot with the highest handicap. NO EXCEPTIONS!!**  
Sanctioned players will play without a handicap for the first cycle of play.
- c. No player/s will be credited with weeks played prior to sanctioning.
- d. **BEFORE** the match begins it is the responsibility of both Captains to check the current standings sheet and make sure the handicaps of all the players are correct on the score sheet.
- e. **BEFORE** players start each game they should both confirm they are playing the right player.
- f. All games **MUST** be played on Firestar owned equipment. Even one game played on a table not belonging to Firestar Amusements can result in the disqualification of both teams as VNEA and BCA members. This will also include both teams losing all rights to compete in any VNEA and BCA sanctioned tournaments.
- g. It is the responsibility of both teams to keep score for every match played. Home team gets the 2 top copies of the score sheet; bottom copy goes to the visiting team. If there are any discrepancies on the team's score sheets it is **both Captains** responsibility to ask the players involved in that game what the proper score was. **IMPORTANT:** If the players cannot remember or cannot agree on what the score was, the home teams score sheet will be used.
- h. All players involved in any match must be the same players listed on the score sheet. If a person plays under a false name, the **team** he/she is on will be subject to penalties ranging from: forfeiting all games he/she played, to being disqualified from the league system.

#### 4. SUBSTITUTE PLAYERS AND SPARES

- a. If a team has a substitute player that they will be using often, they must sanction this player in order for them to receive stats.
- b. If a team does not have a substitute player or is short a player, they may choose to pick up a spare. That person **MUST SHOOT AS A 4 HANDICAP NO EXCEPTIONS!** If no sanction fees are paid, they will not receive stats (NOTE: you can not use a player with a higher caliber to spare on your team, they must be able to play in your division).
- c. **LEAGUE OFFICE IS NOT RESPONSIBLE FOR FINDING SUBS!!!**

#### 5. SANCTIONING & NEW PLAYERS

Captains are responsible for collecting League Sanction Fees, these fee's are to be paid for on registration night. They are also responsible for the collection of sanction fees when a new player plays for the first time. If sanction fees are not collected for a new player, they will not receive stats and may not be eligible to play in local, national, or international tournaments. A player can only earn weeks/stats after they have paid their sanction fees.

**PLEASE NOTE:** no player will be sanctioned with out complete address, phone number and e-mail.

You can add players to your roster at any point in the season; however, that player CAN NOT change your team's skill level or your team could be restricted (see player ranking). Note eligibility requirements (weeks) must be played on the same team for local tournaments.

#### 6. HANDICAPS

- a. All regular and sub players will not have a handicap for the first cycle of play.
- b. All players joining later in the season will not have a handicap until 8 games have been played.
- c. Handicaps work on a 1 to 4 basis and are rated against your own division.
- d. The top 25% weighted average players would be a 4 then the next 25% would be a 3 etc.

Here's how they work:

- The league office keeps a record of each player's games and produces what is called a stat sheet. On that stat sheet you will find your name, handicap, and a record of all your wins, losses, points for, points against and feats.
- On the score sheet you will put their handicap in the box beside their name that is labeled AVG.
- You then total all handicaps for each team and put the total in the box beside the team name, which says team total avg.
- Subtract the lower handicap from the higher one. Ex. Team # 1 handicap is 11 and Team # 2 handicap is 7. ( $11-7=4$ ) So because Team # 2 has a lower handicap they get spotted 4 points in the box at the bottom of each round (where it says handicap). You must also add the handicap across to the total handicap box. So Team # 2 was spotted a 4-point handicap all 4 rounds so their total handicap would then be 16 points.

#### MAXIMUM HANDICAP POINTS PER ROUND

10 points per round for 16 game format matches.

12 points per round for 20 and 25 game format matches.

## WEIGHTED AVERAGE

The formula for a player's weight is as follows. Weighted average is weight divided by games played plus 13.

	Format	
Total Points For	1	Per Point
Total points against	-1	Per Point
Total games	-9	Per Game
Games won	3	Per Win
ERO's	7	Per Feat
8 Ball break	2	Per Feat
ERO against	9	Per ERO
10-zip	3	Per Feat

### Example:

Mary played 100 games  
 She won 56 games  
 Scored 756 points  
 Had 3 10-zip feats.

She also had 721 points scored on her  
 2 Ero's against her.

Points for	756	X	1	=	756
Points against	721	X	-1	=	-721
Total games	100	X	-9	=	-900
Games won	56	X	3	=	168
Ero's against	2	X	9	=	18
10-zip	3	X	3	=	9

TOTAL WEIGHT = -670

Total weight = -670  
 Divided by games played = 100  
 Plus 13 = 13

**TOTAL WEIGHTED AVERAGE = 6.30**

## PLAYER RANKING

- Players are assigned a ranking every year and will keep their highest ranking achieved. (After 3 years of getting a new ranking, you may apply to have it changed.)
- Players that are new to Firestar or have played less than the 8-week minimum are considered unranked. The league office reserves the right to assign rankings to an unranked player, based on their known skill level.
- The rankings are used then to place restrictions on the number of higher skill level players that may play on a team in lower skill level divisions.
- Team rosters may exceed the maximum. However that team will be restricted as to who may play together in any one round of a match.

\*\*\* Firestar pool league does not rank teams. You decide on whom you want to play with and then the player rankings of the top four/five players on the team will determine what division the team plays in.

## RANKING SYSTEM

Division played in	Given ranking	Finishing in standings	New/unranked players following years ranking
Intermediate	A1	Highest	A1
Intermediate	A1	Middle	A1
Intermediate	A1	Lowest	A2
Intermediate	A2	Highest	A1
Intermediate	A2	Middle	A2
Intermediate	A2	Lowest	B1
Novice	A2	Highest	A2-A1
Novice	A2	Middle	B1
Novice	A2	Lowest	B2
Novice	B1	Highest	A2
Novice	B1	Middle	B1
Novice	B1	Lowest	B2
Novice	B2	Highest	B1
Novice	B2	Middle	B2
Novice	B2	Lowest	C

**Note: Tournament play may also play a part in a player's ranking.**

## 7. SCORING A FEAT

If someone scores a feat during a match, you should **circle both the score and the feat box** (under the game score). There are 3 feats: ERO (8-ball run out), 10-0 score and 8BB (8 ball break). Make sure all score totals and any feats are recorded on the score sheet before you sign it, as it's official and final once signed.

## NO 8-BALL BREAK WINS

If an 8-ball break is made, it is a feat (not a win) and is marked on the score sheet. The player who broke will have to plug the table in order to pull out any ball/s needed to continue or restart the game.

## 8. SCORING A TIE

If after adding your handicap points, there is a tie in any round each team will receive ½ a round point. (You should circle the round point for both teams at the bottom of the score sheet).

## 9. CONCLUSION OF MATCH:

After the match is completed both Captains are responsible for verifying the score sheets and obtaining the necessary signatures (**including the white pool envelope**). Home team Captains are responsible for putting the white copy of the score sheet in the pool envelope with the weekly fees. There is a drop slot in the pool table at one of the designated drop off locations. It is the home team Captains responsibility to make sure the binder gets returned to the bartender and the envelope gets dropped off no later than 7:00 pm the next day.

## STATS

If there was a keying error on the stats, please let the coordinator know via a note on the back of the envelope.

***Corrections will not be made to any match more than 2 weeks old.***

If a player accomplishes a feat (ERO, 10-0, 8-BB) it must be recorded on the **WHITE** official score sheet that night.

**NOTE: Before you sign the score sheet you should make sure that it is filled out completely and all feats have been recorded. By signing the score sheet you are making it final. No new info will be added to a signed score sheet at the league office.**

## 10. COLLECTION OF MONEY:

Home team Captains are responsible for the collection of weekly fees and making sure the correct amount is in the white envelope. **THIS IS IMPORTANT BECAUSE IF THE ENVELOPE IS SHORT (WITH NO EXPLANATION) IT WILL BE THE HOME TEAM THAT IS CONSIDERED SHORT MONEY.**

## **PROCEDURE IF A TEAM IS SHORT MONEY:**

**1<sup>st</sup> Time:** No team or player stats will be entered until fees are caught up. You have **one week** to make up the shortage or you will lose your points for that night.

**2<sup>nd</sup> Time:** If your team is short league fees a second time – regardless of how much – your team could automatically receive **ALL ROUND LOSSES AND NO PERSONAL POINTS WILL BE ENTERED!!!**

**3<sup>rd</sup> Time:** Could result in expulsion from the league.

It will be under the league office discretion that once the standing are posted, there will be no retrieving round wins or points. It is very important that the home team checks the amount in the envelope, and if the visiting team is short, to include a note stating it and how much. Remember if no note is included the home team will be automatically responsible for the shortage and could lose all rounds.

## **CASH ONLY WE WILL NOT ACCEPT AN I.O.U. OR ANY CHECKS**

Also please do put any coins, ONLY BILLS in the envelope. It can fall out and then you will be short.

### **WEEKLY LEAGUE FEE - \$10.00 PER PLAYER 4 PERSON DIVISION (Novice)**

4 people per team X 2 teams = 8 players x \$10.00 per player = \$80.00 in the envelope.

### **WEEKLY LEAGUE FEE - \$15.00 PER PLAYER 4 PERSON DIVISION (Intermediate)**

4 people per team X 2 teams = 8 players X \$ 15.00 per player = \$ 120.00 in the envelope.

## **11. SETTLING DISPUTES**

- a. Please refer to the VNEA rules booklet provided for a detailed list of rules of the game.
- b. If a player has a question on a rule during a game, they should first ask their opponent for clarification. Should they not be able to agree on a ruling it will then be discussed with BOTH team Captains.
- c. A player may ask a member from his/her team or the opposing team to referee a shot. Both players involved in the game must agree upon the person picked to watch the shot. The players must then abide by the decision made by the referee.
- d. If nobody watches a controversial shot and the players involved cannot come to an agreement, the decision will rest with the shooter.
- e. Captains shall be responsible for settling any disputes that might arise during a match. If a dispute cannot be settled, call the league coordinator **on any league night** for the final ruling **(306-230-8190)**.
- f. Unsportsmanlike conduct will be dealt with in one of two ways: (1) One warning before disqualification or (2) immediate disqualification. League night is for entertainment and should never result in name-calling or profanity.
- g. If a dispute should result in a physical confrontation it will be left to the discretion of the league coordinator to allow or disallow the player(s) involved to participate in the league.
- h. If a player uses profanity directed towards any persons playing in the league, any persons involved in running the league, any location owners, staff, or patrons it will be considered poor sportsmanship. **That player can be immediately disqualified from the league system.**

## **FORFEITS AND MAKE-UP GAMES**

### **POSTPONED MATCHES**

There will be no make-up games unless the rescheduling of a match is made by mutual consent **by both team captains and the league coordinator 24 hours in advance of the match.**

If agreed to, **(even if 24 hours is given the opposing team does not have to reschedule)** the match must be played prior to the next scheduled match. If not, both teams will forfeit (teams have the right to appeal should there be extenuating circumstances).

**NOTE: You must notify both the league coordinator and the home location that the match is postponed and when the match will be played.**

### **FORFEITS**

#### **1. OPTIONS IF A TEAM IS LATE:**

- a. If a team is over **15 minutes** late, the opposing team Captain has the following options.
  1. Accept the forfeit (notify league coordinator).
  2. Continue to wait for the tardy team.
  3. Ask that the match be rescheduled.
- b. Any team short a player/s will have until the end of that round to show up. If they are not there by the end of the round the absent player will lose that game 10-0. This rule is the same for all rounds.

#### **2. SCORING A FORFEIT:**

- a. In scoring forfeits, the forfeiting team will receive 0 points for the match. The attending team receives all the round points and will receive their average games won per match plus 3.
- b. Individual scoring for stats – the forfeiting team players will get no personal points and will not get any credit for games played. The attending team players will receive their average points for and against for the match, based on all of their stats.

#### **3. HOW TO PAY FOR A FORFEIT:**

- a. Any team receiving a forfeit must pay all their league fees that night in order for you to receive all your points.
- b. The forfeiting team will be required to pay their portion of the nightly fees the following week of the forfeit. **If it is not taken care of, that team will receive all round losses until it is paid.**

#### **4. CONTINUOUS FORFEITING:**

If a team forfeits 3 consecutive weeks, 4 times during a season, or if they are expelled from the league, they can be **subject to forfeiting all prize money and eligibility for any tournaments.**

### **MONEY (LEAGUE FEES)**

*All teams must have played and/or paid for all scheduled matches. All teams will pay an equal amount into their respective leagues prize pool. If a team is missing any matches, the match must be made up or paid for.*

## **SPORTSMANSHIP**

### **Good sportsmanship will prevail!!!!**

If an opposing player calls a foul on you, you must acknowledge it, if such a foul occurred (except scratches).

All are reminded that the whole idea of the league is to have fun while playing in organized competition. All teams are expected to play in the spirit of good sportsmanship at all times.

If your opponent commits a foul and you do not have your opponent's acknowledgment BEFORE you touch the cue ball, YOU have committed a foul. Firestar will strictly enforce this rule.

However, if an opponent REPEATEDLY refused to acknowledge a foul, then this may be ruled as unsportsmanship and the game may be forfeited.

- 1. Tactics such as intimidation, harassment, or poor sportsmanship is not permitted. Any members that uses this type of behavior are subject to disciplinary action.**
- 2. Flagrant violations must be documented and submitted to the league, who, after review will take appropriate action.**
- 3. Misuse of, or manipulation of any rule, procedure or unbecoming conduct may result in disciplinary action.**
- 4. Any abuse, profanity or yelling directed towards anyone may result in disciplinary action.**
- 5. Any physical confrontations and/or threats will also be cause for disciplinary action.**
- 6. Any act that could be considered detrimental to the league can be cause for expulsion from the league.**

When a problem occurs, team captains should calmly and intelligently discuss the problem privately, come up with a solution and continue to play the match. Any captain that does not afford the other the opportunity for rational discussion of the problem will lose any protest filed against them.

**NOTE: Unless they obviously go against a set rule, dealing with illegal players, format changes, etc., the league office will not overrule any agreement made between the two captains.**

## **PROTEST PROCEDURE**

1. WHO CAN PROTEST:  
Authority to protest rests with the Captain.
2. HOW TO PROTEST:
  - a. If a match is under protest **DO NOT SIGN THE SCORE SHEET**. A signed score sheet voids all rights to protest.
  - b. Protest must be in writing and be presented to the league office within forty-eight hours after the game for league play **and immediately after a match during a tournament**.
  - c. Protest shall include \$10.00 deposit. Protester loses the deposit if he/she loses the protest. The \$10.00 is placed in the league fund. If protester wins, his/her deposit is returned. The league office will review the protest and confer with the other Captain involved, then render a decision. The league office has the authority to disregard any protest not properly presented.
  - d. The two team Captains will attempt to settle all disputes. If they cannot agree it will be ruled upon by the league office.

## **FIRESTAR LEAGUE PAYOUTS**

### **ALL LEAGUE PAYOUTS ARE 100%**

100% of all weekly fees collected will be returned to teams in the league in the form of trips, prizes and cash.

*Regular season play will be worth 80% of the year-end cash.*

*Final tournament will be worth 20% of the year-end cash (all teams playing will receive a portion).*

## **LEAGUE AWARDS**

You must have played 70% of the scheduled season to qualify for the M.V.P. award!

For team awards, all members playing a minimum of 40% of scheduled games will be recognized.

**AND DON'T FORGET THE # 1 AND MOST IMPORTANT RULE:  
"BE A GOOD SPORT – PLAY HARD AND HAVE FUN"**

## **TOURNAMENTS**

A player's eligibility may only be challenged prior to that player's first game played in that match. If this is not done, the player will be allowed to complete the match (the same in Vegas). If a player's eligibility cannot be confirmed to the satisfaction of the tournament director, that player cannot play. No prior matches played by such a player will be forfeited or replayed (same as in Vegas).

**All qualifying weeks must be on the team you are playing for in the FIRESTAR tournaments** (players switching team's part way through a season will still get credit for weeks played on their previous team but only for national and international tournaments).

## **WESTERN CANADIAN 8-BALL CHAMPIONSHIPS**

The WCVNEA holds an annual tournament. This tournament is held in late February. Firestar pool league holds a tournament to determine which teams will be going. This trip includes accommodations (2 rooms per team), tournament entry fee paid and a travel allowance.

In order to be eligible to win this trip your team **MUST:**

- (1) Have all sanction fees and weekly fees paid.
- (2) All members on the team must have a minimum of 8 league nights played.  
**(Firestar will always send at least one representative if we send a team).**

## **INTERNATIONAL TOURNAMENT IN LAS VEGAS**

The VNEA holds an annual tournament in Las Vegas, Nevada. This tournament is held the last week of May. Which team is going is determined by a tournament. This trip to Vegas includes accommodations (2 rooms per team) for the length of the team events, tournament entry fee paid, and a travel allowance to get there (the travel allowance will be determined after a budget is done for the league).

In order to be eligible to win this trip your team **MUST:**

- (1) Have all sanction fees and weekly fees paid.
- (2) Have four members with a minimum of 12 league nights played.
- (3) Fifth player and any subs must have a minimum of 8 league nights played.
- (4) Played in enough qualifier tournaments.

## FIRESTAR POOL LEAGUE YEAR END TRIPS

At the beginning of each pool league we decide what kind of trips we are going to give away, Las Vegas, Shuswap houseboat trips etc...

**Note: Firestar will send a minimum of one person on these trips.**

**Note: All teams that win their division will be forced to either move up a division or split up for the following pool season.**

## INTERPRETATIONS/CLARIFICATIONS

### Rule Clarification

If there is controversy RE: a rule or how someone reads the rule, the decision will always go with the original intent of the rule.

### Push Shot Fouls

A push shot is a foul. However, when the cue ball is frozen to a group ball, the player must play that group ball with the cue angle at 45 degrees above or at least 45 degrees to the left or right of center from the straight line of contact through the balls. When playing this shot, be careful. When the cue is inclined to this angle, it is easy to “dig in” and run the cue ball up onto the ferrule of the cue, causing a double hit. **THIS IS A FOUL.**

### Fouls By Double Hit

It is a foul to double hit the cue ball. When the cue ball and object ball are close together, it is almost impossible to avoid a double hit if playing “through” the object ball. If your opponent is setting up this shot, call a referee to officiate.

### Cue Ball Fouls

Accidentally touching or moving the cue ball is a foul. If a player accidentally moves an object ball or the 8-ball during a game, then the opponent has the option of returning that ball (or balls) to where they considered the ball's original position to be. This is NOT a foul, and play continues. However, if an accidentally moved object ball makes contact with the cue ball **IT IS A FOUL.**

**NOTE: Only the shooters opponent can replace the ball/s it or it will be a foul. The shooting player also cannot object to the re-positioning of the ball/s.**

### Wrong player

If it is noticed in the middle of a game that the wrong player/s are playing, the game will be voided and the right players will play. If the game was finished and they were to play each other later in the match then the score will be recorded in that spot (regardless of who's break it should have been). If they do not play each other later in the match the game will be scratched (the same as in Vegas).

**NOTE: It is up to both players to know who they are playing before they rack or break the balls.**