

Cochise County Pool League Constitution

(Revised September 9, 2015)

CCPL IS NOT AFFILIATED WITH THE BILLIARD CONGRESS OF AMERICA

1. LEAGUE: The league will be a money league, playing 8 Ball Billiard Congress of America (BCA) rules and consisting of 5 player teams playing a home and away schedule.

2. DIVISIONS: The league will consist of a Tuesday night Division and a Wednesday night Division. Each night is limited to twelve teams. Starting time for both divisions is 7:30 PM with a 15-minute grace period.

3. TEAMS: Each team will consist of permanent and substitute members. A legal team will consist of 5 registered players, at least three (3) of which, must be permanent players. League substitutes are available to ALL teams in a given division. If a player quits a team, he/she must request approval from the league to play on another team during that same season. Any substitute that substitutes 5 times for a particular team loses his substitute status and becomes a permanent member of that team.

4. RULES: The league will follow BCA rules, as modified locally, but is not a BCA sanctioned league. Playing rules are attached to this Constitution and have been posted in each establishment participating in the league.

5. LEAGUE OFFICERS: A president, Vice-President, and a Secretary/Treasurer run the league. These officers will be elected at the annual meeting and will serve for one year.

The President will preside over all meetings, resolve all conflicts, monitor the community for new league members, review the league financial statement and counter-sign all checks with the league Secretary/Treasurer.

The Vice-President performs all duties assigned by the president, assumes all responsibilities for the president in his/her absence and organizes the end of season party activities along with the hosting bar/tavern.

The Secretary/Treasurer prepares league startup kits for all teams at session start, collects all league moneys and deposits them, collects weekly match results, updates and distributes league standings, take and prepares minutes of league and/or Officer/Team Captain meetings and performs such other duties that the President may assign.

6. REGISTRATION FEES: Each player, permanent or substitute, will pay a fee of \$5.00, for each division of play before they play a first match. Registration fees are used to pay all costs associated with the Secretary/Treasurer position to include league supplies.

7. SPONSOR FEES: Each team sponsor will pay a fee of \$15.00 per team, and \$ 5.00 for each of the (5) permanent players. The sponsor fee is due before the first match is played. Sponsor fees are used to partially offset the cost of trophies and the end of season party.

8. MATCHES: A match shall consist of twenty-five (25) games. Each member will play each member of the opposing team once. If a team is short one or more players, those games are forfeited. A missing player can be played around once. If not available when called for the second match, the first match is forfeited, and so on for the remaining matches. Emergencies arising during a match will be handled by mutual agreement of the team captains involved. In the event team captains cannot reach an agreement, the match will continue under protest (see paragraph 14, Protests). Matches will follow the master schedule and rescheduling requires agreement by both team captains and the league secretary.

9. FORFEITS/BYES: Teams forfeiting a match will receive 25 losses and the opposing team will receive 25 wins. Both teams will be required to pay the match fee of \$25.00 each. Bye matches do not pay the weekly match fee. Any team forfeiting 3 matches, during the season, will be dropped from the league. If the team that is being dropped from the league has played half the season we will count the first part of the season for the teams that already played that team. If the team that is dropped from the league hasn't played half the season all stats of that team will be dropped. Individual players will not be credited with a win or loss when a team forfeits, however, in cases where a team is short (1) player due to a "no show" then individual players will be credited with a win or loss. The team captain with the "no show" must identify the player on the score sheet and record 5 losses for that player. Each player on the opposing team will record (1) win each.

10. MATCH FEE: Each player will pay \$5.00 per night (\$25.00 per team, CASH ONLY). Each team is responsible for the fee even if the team or individual players forfeit. Failure to pay any amount will result in a 5 game loss for each player with a balance due... **No Exceptions, No Late Payments.**

11. SCORING: A three-part score sheet will be used to record the results of all matches. Home team will provide copy 3 of the score sheet to the opposing team. Both team captains are responsible for keeping score. Home team captain is responsible for collecting monies from both his/her team and the opposing team, placing monies and copy 1 of the score sheet in an envelope, sealing the envelope in the presence of the opposing captain, having both captains sign along the sealed flap and leaving the envelope with the home team bartender.

12. COACHING: BCA rules have no provisions for coaching. However, CCPL allows a player to call for a coach a maximum of two times per game, for a maximum of one minute per coaching session. Coach cannot touch the table at any time during his/her coaching.

13. DISQUALIFICATION: The League Officers reserve the right to disqualify or suspend a player or team from League competition for unsportsmanlike conduct or tactics detrimental to the league.

14. PROTESTS: The team captains involved should handle disputes during a match. In the event the team captains cannot resolve an issue, the match shall continue and each captain shall write his/her version of the protest, and submit it in writing in the match envelope. The Secretary will notify the president who will call a special meeting of the League Officers and the two team captains involved to address the protest and issue a finding.

15. NEW PLAYERS: New players may register, pay the registration fee and play matches. No new players may be added during the last four weeks of play. In addition, when adding subs you must include their full names and contact information otherwise their games will not count.

16. WITHDRAWALS: When a team withdraws or is expelled from the league, it shall forfeit all rights to fees/dues collected and to any prizes.

17. MEETINGS: The league will, as a minimum, meet annually for the purpose of electing officers, reviewing rules and this constitution, and establishing the startup of the new season. In addition, end of session meetings and special meetings may be called by the President or at the request of team captains.

18. AGE REQUIREMENTS: All players, permanent or substitutes, will be a minimum of 21 years of age.

19. TIES IN STANDINGS: In the event two or more teams finish a session with identical records, these teams will play off against each other in one regular match (25 games). Time and date of the match will be determined by the league President.

20. HARDSHIP RULE: If for any reason a team cannot play a scheduled match (for example, due to insufficient number players, or emergencies), the team captain may invoke a hardship condition and notify the opposing team captain no later than 12 pm on the day match is scheduled to be played. In addition, the team captain cancelling the match must notify one of the League Officers (President, Vice President, or Treasure/Secretary). Non compliance will result in a forfeiture of match. To reschedule the match the cancelling Team Captain must coordinate with the opposing Team Captain to reschedule the match. The following requirements must be met when re-scheduling: (1) The rescheduling action must be completed no later than 12 pm the following week of the cancelled match. (2) The new match date must be within 3 weeks of the cancelled date

21. AWARDS: The teams with the highest number of wins will get a traveling team trophy for first place. Two high average plaques will be given in each division to the male and female shooter with the highest season average. To qualify, a player must have competed in 80% of the matches scheduled for the season.