

TEAM CAPTAINS RESPONSIBILITIES

- 1) Ensure all players are explained the rules and Code of Conduct.
- 2) Ensure that \$42.00 is collected from team for each pool night.
- 3) Get the team money to the Treasurer by the last Tuesday of each month.
- 4) Not to hold more than 1 month of team money at a time. Money can be electronically transferred, or given directly, or an arrangement can be made with the President, Vice President or Treasurer to meet.
- 5) Keep all scores sheets in case requested.
- 6) Find players if short.
- 7) Ensure to sign home teams sheet, unless there is a score dispute.
- 8) Team players will be notified if the team is in arrears. At \$168.00 captain will be notified and after \$252.00 there will be ramifications.
- 9) Maintain full player roster with phone numbers for contacting. Executive also must have copy of this.
- 10) Ensure to check website and/or Face book page for league cancellations. During inclement weather it will be posted by 4:00pm if possible. If there are no notices on the website or face book page, the night is STILL ON. If you choose not to come that night, you MUST notify the opposing team that your team will not be there. It is also the responsibility of the team Captain to notify your players, if the night is cancelled. Teams choosing not to come are still responsible for the cost of the evening.
 - a) League make up games will only occur if the schedule permits it and at the discretion of the executive. League make up games will only occur on Tuesdays and must be attended as they become part of the schedule. Teams not attending are still responsible for the cost of the evening.
 - b) Individual team make up games will be at the discretion of the 2 team captains and may occur at any time, but must be done within two weeks.
- 11) Submit scores to statistician within 24 hours.

CONSTITUTION

CODE OF CONDUCT:

Based on the idea that the league is here for all players to enjoy, respect for others is paramount. We all agree to the following code of conduct:

1. Each team and player must show respect for all, including the opposition, your own teammates, and other patrons of the establishment you are in.
2. Physical or Verbal threats will not be tolerated, nor will any type of bullying or harassing behavior.
3. Foul and abusive language towards others will not be tolerated.
4. Each player must be respectful of the bar they are playing in. Behaviour such as kicking doors, throwing cues, or other rude and obnoxious actions will not be tolerated.
5. Captains are expected to try and resolve issues within their own teams.
6. If an offence is serious enough, and a person is wishing to bring the complaint to the Executive Committee, then a written complaint must be completed, signed and dated, explaining the purpose of the complaint. All written complaints can be handed to any member of the Executive Committee. Actions could include a warning, being asked to leave the league immediately, or if serious enough possible police involvement.

Examples:

If it is a rule debate, tell the people involved what the rule is and its meaning.

If it is a severe offence, call an emergency executive meeting to contemplate expulsion from the league.

If it is an illegal offence, call police if not already done so by others.

7. Players are to refrain from approaching Executive members regarding a dispute. Please speak to your Captain, they will settle the dispute, or bring it to the attention of an executive member if required.

SETTLING DISPUTES:

1. When there is a dispute over a game or shot, it is up to the two players to discuss it first. If they cannot resolve the issue, then the Captains are called in. At that point if no one agrees, then replay of the game will happen.
2. No other players are to become involved in these disputes and are requested to stay back from the table and refrain from adding comments.

GENERAL RULES:

Start time is 7:00pm. The cost is \$42.00 per team, per night regardless of the number of players. When a team is in need of forfeiting, the \$42.00 is still to be paid. No exceptions, other than a bye night is applicable.

1. Each team has six (6) players per set. Each set must include at least one of each gender, and cannot have all of one gender per set.
2. Teams can play with five players. Players should notify the team as soon as possible if they cannot make it so your Captain can find another player. A person can sub for different teams

or can be anyone hanging around (during regular season). If a player not found, the team will lose one (1) point.

3. No new games are to start after 10:45pm and all venues except RAXX which is 10:00. The remaining points will be divided up between the two teams. If there is an odd number, for instance 7 games, the extra point will go to the team that is leading. If the teams are tied, flip a coin and the winner gets the extra point.
4. No catch up games after 8:00pm. When the person does arrive they can play the game they would be next eligible to play.
5. No masse or jump shots.
6. If a team cannot field a team continuously, the executive has the right to dissolve the team.

FORFEITS:

1. If a team forfeits, and is choosing not to find enough players to play that nights' game, 19 points will be awarded to the team that shows up with at least 5 players as of 8:00pm, the other team gets zero points.
2. If both teams show up with 4 players or less, the team can either choose to:
 1. Makeup the game on their own time, however any fees charged to play would be up the teams to pay.
 2. Both teams can also choose to take zero points for that night.

GAME SHEETS:

1. At the end of the night both captains, have to agree on the score. This will be ensured by both captains or assigned team player by signing the home captains' sheet.
 1. If there is any debate over the score, do not sign the game sheet. Score sheets must be submitted to the webmaster for review within 24 hours and if needed brought to the Executive Committee for further review.
 2. If a team cannot produce a score sheet, then the score that was submitted stands.

REGISTERED PLAYERS:

1. Teams must have between 6 and 9 registered players before playoffs. Please submit your team list to the executive at the beginning of the season and before playoffs.
2. To be a registered player, players must have played 6 nights of pool during the regular season.
3. Only registered players are eligible to play during the playoff season. Exception to the rule would have to be approved by the executive.

MEETINGS:

There are two types of meetings:

EXECUTIVE:

Executive meetings can be called up anytime by anyone on the executive to discuss any matters that may come up, or items that need to be discussed which need the whole executive to be present.

GENERAL:

The general meeting will take place between the end of the season and the start of the new season.

- To attend the general meeting, one must be a registered player.
- General meeting is where all registered players can voice their concerns, vote in a new executive committee, and vote on any new changes to rules in constitution or play rules.
- All votes must be in majority rule (51% of players in attendance).

EXECUTIVE POSITIONS:

All positions can be split or have a committee below them, but only one vote per spot. The executive votes must account for an odd number.

PRESIDENT:

- Is a voted position.
- Is the voice for public relations (media, advertisements, donations) for the league.
- Must know what all executive members are doing with their own job tasks.
- Must know how much money is in the league account at all times.
- General business of the league.
- Create and/or review schedule created by appointed member.
- Be familiar with the rules, and interpret them when needed.
- Hand out team money at the end of the season.
- Is a voting member of the executive.

VICE PRESIDENT:

- Is a voted position.
- Will assume all duties of the president when absent.
- Must know what president is doing with the league.
- Be familiar with the rules and interpret them when needed.
- Is a voting member of the executive.

TREASURER:

- Is appointed by the executive.
- Collect money/issue receipts if required.
- Execute donations/collect receipts.
- Keep executive aware of financials.
- Is a voting member of the executive.

WEBMASTER/STATISTICIAN:

- Is appointed by the executive.
- Ensures schedule is put up on the website for both regular season and playoffs.
- Keep track of team scores and ensure they are uploaded onto the website as soon as possible.
- Must have knowledge of running of site.
- Update website with information pertaining to league, such as tournaments, important information, donations or inclement weather notice.
- In not a voting member

ASSISTANT TREASURER/EXECUTIVE MEMBER

- Is appointed by the executive.
- Replace the treasurer as required.
- Is a voting member of the executive.

SECRETARY:

- Is a voted position.
- Will attend all meetings and compile notes of the meeting.
- Be familiar with the code of conduct and scribe warnings to be disseminated by the President.
- Is a voting member of the executive.

DONATIONS (IRREVOCALBE):

Up to 10% of collected league money will be donated to local charities, details of where be be found on the website.

50% of 50/50 draws will be donated towards the local charities; the other half goes to the winner. In lieu of flowers, a cash gift equal in value can be made to a league member, in case of illness or death in immediate family.

RULES:

PLEASE NOTE: THE RULES WE PLAY BY ARE ONES THAT WERE DEVELOPED FOR THIS LEAGUE. OTHER LEAGUES PLAY BY DIFFERENT ONES. THEY DO NOT APPLY TO THIS LEAGUE.

COURTESY RULES:

1. When done playing a game, both players are to return the balls to the table.
 - a. Try to stay at least 2 feet from the table and not move around the targeted pocket.
2. No degrading remarks about a players shot or their ability as we have all different skill levels. We would like people to go home after an enjoyable night regardless of outcome. No negative remarks.
3. No one is to be interrupted during their game.
4. Players may ask a team member for advice only ONCE per game.
5. Players must break in order to play. If you are unable to break, then you are unable to play.
6. For anyone playing at RAXX, each team is allowed one table. So combined there will only be two tables between two teams.
7. Captains are responsible for bringing the money to the Treasurer.
8. Abuse will not be tolerated. Captains are responsible for the behaviour of all and any players who are playing on their team. If any abuse, whether it be verbal, emotional, or physical, happens the player(s) involved will be required to have a meeting with the Executive as well the captains of both teams. This person will also automatically be suspended until the Executive determines the consequences of the behaviour involved.
9. Breaking, if a player is able to play the game, that player must also break on their turn, unless on agreement by BOTH team Captains prior to the beginning of the night.
10. Team Jumping. There will be no team jumping unless approved by the Executive. If you play on one team, you cannot switch teams during the year. If there is an issue on the team you are playing with, please ensure your issue is brought to the Captain, and if this involves the Captain please discuss with the Executive.

The schedule will show where each team is playing each week. Alternate arrangements must be made through the President or Vice President. Failure to ensure money is given to the Treasurer may result in penalties.

- The cost per night per team is \$42.00 regardless of the number of players.
- If any team is behind \$168.00, the Captain will be given notice that the team is in arrears, and that the money is due to be handed in.
- If the team is behind \$252.00, the team will be notified that money has not been handed in from the Captain, and that this is amount is due immediately.
- If the team is behind \$336.00, the captain will be removed as team captain, and possibility from the league at the discretion of the executive committee