

**2015-16**  
**Duluth MPA Pool League**



**Player's Handbook**

# League Finances

This Players Handbook contains general information about the Duluth MPA Pool League. Please refer to the Pre-Season Meeting Minutes for specific details regarding league money, scheduling, rules, etc.

## League Income

**Sponsor Fees** - Your home bar pays this fee in return for bar business from your team. The amount of the Sponsor Fee is determined by the players at the Pre-Season Meeting. Sponsor fee money is used for league administration costs with the remainder paid back to the teams at the end of the season. If a bar's Sponsor Fees aren't paid by the end of the season, they will be deducted from the bar's year-end reimbursement. If the bar's year-end reimbursement doesn't fully cover the bar's outstanding Sponsor Fees, the remainder will be deducted from the bar's team winnings.

**Sanction Fees** - The Duluth MPA Pool League is sanctioned with the Midwest Poolplayers Association. Every player must pay the MPA sanction fee, even if they only play one game - NO EXCEPTIONS. Qualified sanctioned players are allowed to play in any MPA event during the current season. Sanction Fees are paid by the league, and then deducted from each team's year-end payouts.

**Weekly Player Dues** - Each team must pay Weekly Dues, even if a match is forfeited. Weekly Dues are not paid in for scheduled byes. The amount of the Weekly Dues are determined by the players at the Pre-Season Meeting. Weekly Dues are used for league administration costs with the remainder paid back to the teams at the end of the season. If any Weekly Dues aren't paid by the end of the season, they will be deducted from the team's winnings.

## League Expenditures

**Secretary Fee** - The secretary's wage is determined by the players at the Pre-Season Meeting. In return for this wage, the secretary is responsible for the overall management of the league, including, but not limited to retrieving scores and money from previous week's matches, maintaining accurate weekly statistics, providing statistics to the players in a timely fashion, accurately and ethically maintaining the league's checking account, and informing the players of upcoming events.

**League Administrative Costs** - These are the costs required to run the league such as photocopies, postage, envelopes, folders, web site maintenance, etc.

**Year-End Banquet and Team Tournament** - The league has a team tournament and banquet at the end of the year. The league and the host site of the year-end tournament add money to the tournament, and the league pays the host site for food for league players. The amounts of these monies are determined by the players at the Pre-Season Meeting.

**Prize Money** - After all League Expenditures are paid, the remaining money is paid out to the teams in a number of ways: First Half Bonuses, Division Champion Bonuses, Players Bonuses, Round Point and

Ball Point Money. The amounts and manner in which the money is paid out is determined by the players at the Pre-Season Meeting.

## League Structure & Play

**Schedule** - The number of divisions and the length of the league schedule primarily depends on the number of teams in the league. For the past many seasons, the teams in the league have been split into randomly drawn divisions, with last year's top teams seeded across the divisions. In order to make scheduling logistics easier, sponsors with multiple teams will have their teams balanced as evenly as possible across the divisions. During the "First Half," each division plays one round-robin schedule. After the round-robin schedule is complete, the divisions are re-aligned based on team standings for the "Second Half" of the season. Each newly formed division plays one round-robin schedule. In addition, "Position Nights" will be added to fill out the schedule to mid-April, if needed.

**Sponsor Sites** - Teams may be sponsored by almost any location. The requirements for being a Duluth MPA Pool League sponsor site are:

- **There must be two 7-foot pool tables per match.** If a bar sponsors multiple teams, during each week one team will be at home and one team will be away. Therefore, 1 or 2 teams requires 2 pool tables, 3 or 4 teams requires 4 pool tables, and so on.
- **The pool tables must be in good, playable condition.** The league doesn't require the tables be perfectly brand-new. However, tables with dead rails, uneven rolls, and gashes in the felt are unacceptable. Therefore, the bars are required to meet our league's 6-part Minimum Standards of Table Maintenance and Cleaning: (1) tables must be re-felted each year, (2) the rails must be "active", dead rails must be repaired or replaced, (3) tables must be cleaned at least once per week, (4) balls must be cleaned at least once every other week, (5) tables must be level, and (6) one piece of chalk not more than 50% worn per table.
- **There must be Valley magnetic or Red Circle cue balls available for league play.** Over-sized or over-weight cue balls are not acceptable.
- **No Cover Charge.** The bars cannot charge any kind of fee (commonly known as a "cover charge") to our league players in order to enter the bar to play their scheduled match on Wednesday at 7pm. If a bar currently charges a cover charge on Wednesday at 7pm, the bar must waive the cover charge for league players to enter and play leagues. As soon as league play is over, the players would have to leave or pay the cover charge. Using any other name for some kind of charge to circumvent this rule is prohibited.
- **Free League Play.** The bars cannot charge any kind of fee to play league pool, commonly known as "table time," or require players to pay their own quarters. The bars must open the tables or supply the teams with quarters to play league pool. Using any other name for some kind of charge to circumvent this rule is prohibited.

**Team Captains** - Each team has a captain that will be the contact between the league and the team. Captains do more than just fill out the score sheet each week. They must know the rules; read and understand this Players Handbook and the MPA rules thoroughly; attempt to resolve disputes calmly and politely; provide information to team members such as the league schedule and upcoming events; remind teammates where they're playing each week; inform the team of any schedule changes; pick up and maintain the team packet; arrange for substitutes as necessary; collect the

weekly fees; fill out the score sheet and envelope properly; and drop off the match envelope containing the score sheet and money.

**Teams & Team Rosters** - Each team will have a home billiard establishment and provide a proper playing atmosphere within that establishment. Teams consist of a minimum of 5 players. Team rosters must be turned in the first night of league play. Please include the following for each player, where applicable: first name, last name, nickname, address, city, state, zip, home phone, work phone, cell phone, pager, etc. It's not that the league will be calling and mailing stuff, but we need this information to get a hold of people in case of emergencies or cancellations. New players added later must submit their information the first night they play.

**Returning Players** - If a player played last year, they are considered a returning player. The first three weeks a returning player plays during the season, they are to use their handicap from last year's "Year-End Handicap List". After three weeks, a current handicap will be posted in the weekly stats.

**New Players** - The first time a new player is added to a team roster they must submit their information such as FIRST & LAST NAME, address, phone number, etc. The first three weeks a new player shoots they must use the New Player Handicap. After three weeks, a current handicap will be posted in the weekly stats.

**Substitute Players** - Because there are only so many pool players in the area, substitute players can be difficult to find. In order to ease this problem, any player is allowed to play for two different teams a maximum of twice per team. Once a player plays for a team three times, they become a permanent player for that team, and they can no longer play for the other team. Every player must pay the MPA sanction fee, even one-time substitutes.

**Player Substitutions During a Match** - The team captain may substitute one player for another during any or all rounds so long as the opposing team captain is notified before the start of the round in which the substitution will occur. Players may be switched in and out of any or all positions so long as they do not play the same opponent twice. Player substitutions will most likely affect the Round Handicaps and the Total Handicap, so teams may have to recalculate the numbers.

**Match Time & Forfeits** - Official league starting time is 7:00pm. Teams must begin their matches at 7:00pm, even if they don't have all five players. There is a 15-minute grace period. If a player hasn't arrived by 7:15pm, each of their games will be forfeited 0-10 as they come up on the score sheet. If and when the late player arrives, they may play their remaining games. However, forfeited games cannot be made up. Fees must still be paid for late players or "no-show" players. If no one from the opposing team has arrived by 7:15pm, the team that is present will win the match by forfeit. If a match is forfeited, the winning team receives 6 round points and 250 ball points. Fees must still be paid by both teams for forfeited matches.

NOTE: While the above rule is official, if someone's running late, it's okay to be a little lenient. If you're running late, call your opponents to let them know.

**Filling in the Score Sheet & Calculating the Handicap** - Each captain fills out a score sheet by writing in their players' names and handicaps. The sum of the five players' handicaps equals the Team

Handicap. The team with the lower Team Handicap is awarded a Round Handicap equal to the difference of the two Team Handicaps, up to a maximum of 15.0 points. The team with the lower sum of the five Round Handicaps is awarded the difference as a Total Handicap, up to a maximum of 75.0 points.

**Team Play** – Each of the five players on the team plays each opposing team player once for a total of 25 games. The home team breaks all five games of the 1st and 3rd rounds. The visiting team breaks all five games of the 2nd and 4th rounds. The home team breaks the 1st, 3rd, and 5th games of the 5th round. The visiting team breaks the 2nd and 4th games of the 5th round.

**Scoring the Match** - The winner of each game receives 10 points and the loser receives one point for each of their group balls pocketed, no matter how they were pocketed. To record an ERO (eight ball run-out) circle the "10" for that game. In order to achieve an ERO, (1) it must be the player's first inning at the table, (2) all 15 numbered balls must be on the table, and (3) the player must win the game by legally pocketing all their group balls and the eight ball. If any one of these three is not true, the player cannot achieve an ERO. Each team captain should keep score on their own score sheet. It is each captain's responsibility to keep accurate score. If a scoring dispute cannot be settled, the home team's score sheet is considered correct. Each round, the team with the highest score (including Round Handicap) wins that round point. If the round ends with a tied score, the team that won more games during the round wins the round point. At the end of the match, the team with the highest score (including Total Handicap) wins the sixth round point. If the match ends with a tied score, the team that won more games during the match wins the sixth round point.

**Playing with Less than Five Players** - If a team cannot field a full complement of five players, they must still base their Team Handicap on five players' Handicaps. For whichever player(s) did not show up, the team must use their handicap(s) to calculate their Team Handicap.

**League Drop-outs** - Sponsor fees, sanction fees, and weekly fees are non-refundable. Any team that drops out of the league forfeits all money paid in and/or earned to that point. If a team drops out, the entire league is affected. If a team is on the verge of quitting, PLEASE contact the league. We can help you recruit new players so that your team can finish the season and receive the money you've earned.

**Playing the Wrong Opponent** - Occasionally, the wrong players start and/or play a full game out of turn. If the error is noticed before the game is complete, the game is canceled, no matter how well one player may be doing in that game. If the game is completed and the two opponents were supposed to play against each other later in the match, the score is recorded in the future round when the two opponents were supposed to play, no matter if the wrong player broke. If the game is completed but the two opponents already played or weren't scheduled to play each other at all, then the game is moot.

**Playing with Inaccurate Statistics** – Sometimes the league statistics are not accurate for one of two reasons: (1) a match envelope was not turned in on time, therefore the current handicaps are not fully up-to-date; or (2) the league secretary made an error when entering the scores into the computer, thereby resulting in incorrect handicaps. If the stats can be updated before the league

match is played, the league secretary will do so and notify the affected teams. If the stats cannot be updated in time, the league match will be played with the handicaps as posted in the stats.

Some players believe the handicaps should be adjusted after the match is done. However, this is a bad idea for both teams. During any given round, each team knows what they need to do to win. Many times in the last game of a round, the players know exactly how many points they need to secure victory. If the math changes after the match, how can you possibly know what is needed to win during the match? For example, Player A needs only two balls to win the round. Player A chooses to pocket the two easiest balls, instead of shooting a break-out shot to win the game. Because of Player A's choice, his team wins the round, but he loses the game. Then, the league secretary updates the stats and adjusts the handicaps after-the-fact. As it turns out, Player A really needed three balls to win the round! If Player A knew that, he would have shot the break-out. The "what if", "but...", and "how come?" scenarios are endless. That's why handicaps are not changed after the match.

Finally, keep in mind two things: (1) handicaps rarely change more than a few tenths of a point per week; and (2) inaccurate stats only happen a few times per season. If a team loses a round when playing with inaccurate handicaps, they may be quick to complain that the loss was only due to the incorrect handicaps. That may be partially true, but also true is: (1) if the loss was very close, they probably had a chance to win, but missed a few balls they shouldn't have; or (2) if the loss was a blow-out, the handicaps didn't matter at all.

**League Cancellations Due to Bad Weather** - During our horrible winters in the Twin Ports, sometimes players have a difficult time getting to leagues and, of course, the safety of our players is very important. However, cancelled matches can cause rippling effects in the league standings, which can equate to large sums of money. So, the easiest way to handle the matter is: No matter how bad the weather, league matches are never cancelled. However, if a team feels it is unsafe to travel to leagues due to bad weather, they may call their opponents before 6pm on the night of leagues to postpone their match. (If you DO NOT call you opponent before 6pm to postpone and do not show up, you will lose by forfeit. Have some courtesy - call your opponent.) It is then up to the team that postponed the match to arrange a make-up match. If a make-up match cannot be arranged in time, the team that postponed the match will lose by forfeit, and both teams must still pay their league dues. However, the other team cannot refuse to play just to win by forfeit.

**Turning in the Match Envelope & Late Fee** - The home team is responsible for turning in the match envelope to one of the drop-off locations: The Break Room, Dubh Linn Pub, Mr. D's, and Top Hat Tavern. If the envelope is not turned in by the time the league secretary compiles the weekly statistics (typically Monday), the home team will be charged a \$20 Late Fee. To be safe, turn in your match envelope IMMEDIATELY after leagues. Furthermore, if your team does not pay the full amount of the Weekly Dues, your team will be charged a \$20 Late Fee. Each team has a one-time waiver of the Late Fee.

**Handicap System** - The Duluth BCA Pool League is a handicapped league. Each player's handicap is based on the number of balls they pocket, the number of balls their opponents pocket, the number of games they win, and the number of games they play. For those interested in the formula, here it is:

$$H = [ Ps \div (Ps + Pa) ] \times 10 + [ Gw \div Gp ] \times 5$$

(H = Handicap; Ps = points scored; Pa = points allowed; Gw = games won; Gp = games played.)