

2022/2023 BELL MUSIC POOL LEAGUES

STARK CO. MONDAY SUPPLEMENTAL RULES – To be used in addition to VNEA Rulebook.

LEAGUE PLAY

All matches start at 7:00pm real-time, not bar-time. There is a 15 minute grace period. A player has until the end of the 1st round to show up and play all their games. If a player shows up in the 2nd round, as long as their game has not been passed, they can play that game but not make up the first round.

BELL MUSIC FEES

The WEEKLY FEES are \$10 per player so \$50 is due from each team each week. Full team weekly dues must be submitted and are due within 48 hrs of the start time of your match. Partial payments will be treated as late payments. There will be a \$5 late fee applied to all late payments. Teams must pay league dues for BYE weeks and any match that is a forfeit. Failure to pay league dues and/or sanction fees may result in loss of wins and/or ineligibility to play in the league altogether.

Payment of league dues will be made electronically via PayPal or emailed invoice. - See separate document for complete details and instructions. Each team is only responsible for handling their team's fees. You do not have to handle the other team's money.

KEEPING SCORE

We use the Electronic Scoring feature in CompuSport. Scores will be entered by you as you play your match. Detailed instructions on how to keep score are on our website and in "Rules and Documents" in CompuSport. I have it set up so any player on the team can have scorekeeper privileges, not just the team captains. You can enter the scores on your phone, tablet or from a pc (www.compusport.us).

SANCTION FEES

Each player must pay a \$20 sanction fee. Sanction fees are due by November 1, 2022. If paid after Nov. 1st, the cost goes up to \$25. If a player does not pay their sanction fee, the team they played on FIRST will be charged \$30 for that player's sanction fee.

ADDITIONAL BELL MUSIC RULES

- 1) Any team not finishing the session will forfeit all prize money. All players on a team that quits are ineligible to play on any other team the remainder of the season.
- 2) No new players may play the last 4 weeks of the season. In order to play on a team the last 4 weeks, you must have already played on that team at least 1 time this season and have paid your sanction fee. Subs may play on any team until they have played on the same team 4 times. They are then locked into that team for that league. They may still sub on another team on a different night or different league.
- 3) All established players' averages will carry over from the last season they played. New men start as an 8; new ladies start as a 6. Each player will use their starting average the first **3 times they play**. After a player has played 3 times they will use their calculated average. The maximum spot per round is 15 balls. There is no maximum spot between 2 players. Teams may line up their players in any order they wish. The Electronic Scoring feature of CompuSport will automatically enter on the scoresheet the correct average for each player so long as that player is listed on your roster. **Therefore, you must let me**

know in advance of any player that will be playing on your team that is not already listed on your roster.

- 4) You will be racking your own break. If you make the 8-on-the-Break, you have the option to spot it and continue play, or re-break. If you make the 8-on-the-Break and scratch, the incoming player has the option of spotting the 8 and starting their play or re-rack and break themselves. Your opponent has the right to inspect the rack before you break. Make sure to mark the 8-on-the-Break in CompuSport when a player makes one so they receive credit for it, even though it's not an automatic win.
- 5) Mens Master players will never play with an average below a 10. Mens AA players will never play with an average below a 9. Ladies Master players will never play with an average below an 8. Ladies AA players will never play with an average below a 7. **If a Mens Master or AA player falls below a 10 or a 9 respectively or a Ladies Master or AA player falls below an 8 or 7 respectively, their average needs to be manually entered on the scoresheet – CompuSport does not do that automatically.**
- 6) If there is a tie at the end of a round, the team with the most wins that round gets the point. If the wins are also tied, the point is split.
- 7) If a player needs to leave early (work, sick, emergency) the opposing captain will let that player play out. If this occurs, try to play a game in between each of their games, if possible. You can not put another player in that spot. Only players that start the match may finish the match.
- 8) The most current news and information for the leagues will be posted on our website: www.bellmusicco.com. The standings, rulebooks, information on the State tournament, etc will all be updated there. I will also use CompuSport to post updates and you can view your standings, schedules, etc. there as well.
- 9) Any team and/or player who has an **urgent** question or problem during league play can call Bell Music at (330) 253-9171. A message must be left in the league mailbox (Option 2) so your call may be returned. Please only call if you've looked in your rulebook and can't find the answer or you've tried to resolve the issue amongst yourselves and can't find a solution.

Note: Ignorance of the rules does not justify non-compliance. Bell Music reserves the right at any time to modify any of these previous rules if it is for the proper development of the league. In the event a situation arises that is not covered in these rules, Bell Music will make the decision it deems most appropriate for the league and it must be adhered to by the players and teams.

I'm looking forward to a great season.

Mary Lynn
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