

2025/2026 BELL MUSIC POOL LEAGUES
Supplement to be used by all leagues in addition to the VNEA Rulebook

LEAGUE PLAY

Start time is 7:00pm. There is a 15-minute grace period which should only be used in extenuating circumstances. A player has until the end of the 1st round to show up and be allowed to 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 they may not make up the first round.

WEEKLY COST PER PLAYER

The weekly cost per player is \$10 League Dues plus their share of the cost of games played. **The team's full league dues must be paid within 48 hours 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 all matches, including Byes and Forfeits. 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. You may pay using PayPal or with a debit or credit card or Venmo thru an invoice that is emailed to you. To be invoiced, you must contact Bell Music to have weekly invoicing set up for your team. Each team is responsible for handling their own fees.

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.

SANCTION FEES

Each player must pay a \$20 sanction fee. **Sanction fees are due by the second week of the season.** If not paid, that player's previous night's scores will not count. **New players added after the second week of the season must pay their sanction fee the first night they play.** After Dec. 1, 2025, ALL sanction fees go up to \$25 per player. (If a player's sanction fee is not paid, that player is ineligible to play until the sanction fee is paid. If they don't pay it at all, the team they played on first will be charged \$30 from their end-of-the-season payout.)

ADDITIONAL BELL MUSIC RULES & POLICIES

- 1) Any team not finishing the session will forfeit all prize money. Players on a team that quits are ineligible to play on any other team the remainder of the season.
- 2) Teams that are in leagues that have BYE weeks must pay league dues for those weeks and fill out the scoresheet on CompuSport with your players names in order to receive credit and wins for the games.
- 3) If there is a tie at the end of a round, the point is split.
- 4) You will be racking your own break. Regarding Making The 8-Ball on the Break: The leagues will adopt OPTION #2: 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. 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) All established players' will use their CSR rating from the previous season. Brand new men start at 1700; brand new women start at 1500. For players without an established CSR, evaluations will be routinely conducted and CSR updated if need be beginning at 4 weeks of play and until the player reaches a 3.5 star rating.
- 6) Team caps:
Akron Area Leagues – Team cap is 9125
Stark County Gold – No team cap
Stark County Silver – Team cap is 8600
Stark County Bronze – Team cap is 8000
- 7) Team captains are responsible for making sure scores are properly entered into CompuSport. After a team submits the scores, the opposing team will need to approve the scores for them to be immediately posted.
- 8) **Players can only be added to your roster by the league coordinator.** 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. Players 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.
- 9) 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 cannot put another player in that spot. Only players that start the match may finish the match.
- 10) There is no coaching allowed.
- 11) The most current news and information for the leagues will be posted on our website: www.bellmusicco.com and on the league's home page of CompuSport – **BELL MUSIC POOL LEAGUES (2025-2026)** This includes the rulebook, schedules, standings, information on the State tournament, etc.
- 12) **Only the team captain or acting captain** may call with urgent question or problem during league play. You must call as soon as there is a problem; you cannot call the next day and ask for a rematch, forfeit, protest, etc. 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.

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.

We are looking forward to a great season.

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