

2026/2027 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 is required to pay a **\$20 sanction fee**, due the **first night the player participates**. **Players who have not paid their sanction fee are ineligible to play until the fee is paid.** Beginning **December 1**, the sanction fee increases to **\$25 per player**. Any sanction fee remaining unpaid at the end of the season will increase to **\$30 and will be deducted from the team's winnings**.

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**. New male players will begin at **1700**, and new female players will begin at **1500**. Bell Music reserves the right to adjust a player's starting CSR based on **known ability**.
Players without an established CSR will be **routinely evaluated beginning after four weeks of play**. Their CSR may be adjusted as necessary based on their performance and will continue to be reviewed until the player reaches a **3.5-star rating**.
In handicapped divisions, the spot is calculated as 1 ball per 70pt different in Team's total CSR, with a maximum of 15 balls per round.
- 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 ensuring all scores are entered correctly into CompuSport. Once one team submits the scores, the opposing team must review and approve them for the results to be posted immediately.
- 8) Players may only be added to a team roster by the **League Coordinator**. No new players may be added or play during the final four weeks of the season. To play for a team during those final four weeks, a player must have **previously played for that team at least once during the season and paid their sanction fee**.

Players may play or sub for different teams until they have played **four times for the same team**. At that point, they are locked onto that team for the remainder of that league. This does not prevent them from playing or subbing for another team on a different night or in a different league.
- 9) If a player needs to leave early due to work, illness, or an emergency, the opposing captain will allow that player to play out their remaining games. When possible, try to play at least one regularly scheduled game between each of that player's remaining games. Another player may not take their place. **Only players who start the match may finish the match.**
- 10) There is no coaching allowed.
- 11) Only the **team captain or acting captain** should call with an urgent question or problem during league play. Any issue that may affect the outcome of a match must be addressed **at the time it occurs**; requests for a rematch, forfeit, protest, or other ruling cannot be made the following day.
Before calling, please check the rulebook and make a reasonable attempt to resolve the issue between the teams. If you are unable to find an answer or reach a solution, please call for assistance.

Bell Music reserves the right to modify these rules when necessary for the best interest of the league. Any situation not specifically covered by these rules will be addressed by Bell Music in a fair and reasonable manner.

We are looking forward to a great season.

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