

# WK Music & Vending

wkmusicvending.com

## VNEA Pool League Guidelines



We would like to extend a warm welcome to all of our new and returning players and teams. We would urge you to welcome the players you know and introduce yourself to our new league mates.

Each week a packet containing a score sheet, 2 sets of current standings and players stats, and a league collection envelope will be at the location where you are scheduled to shoot your match. If there is any new or pertinent information to pass along to the players, it will be included on, or with, this packet. All league schedules, current standings, player stats and related information are also posted on our website.

***It is each player's responsibility to read all of the information every week.***

This guidelines packet should be kept for your records so that you have a reference for MOST possible situations that may arise during a league session. As always, you are welcome to call me with any questions about these guidelines, the leagues in general or the VNEA rules which all matches are played under.

There are a few other VNEA charters in Columbus/Newark and several others within driving distance of us. ALL of these leagues are bound by the same set of game rules, league requirements and player requirements to compete in the Ohio State Tournament and the VNEA International Tournament in Las Vegas. However, each of these charters is a separate entity and may NOT share players, teams or locations amongst them unless agreed.

A player may compete in as many VNEA leagues as he likes, but must pay a separate sanction fee for each charter they play with and his stats from one charter's league cannot be used with another's to meet any eligibility requirements for a VNEA tournament.

Every charter has the right to run their respective leagues as they wish as long as they adhere to the overall rules and requirements. To this end, all local leagues do vary slightly as far as match format, required fees and prize money distribution.

It has always been our intention to provide a competitive format that meets the needs of the majority of our pool players. The formats that we use are designed to assist players with special needs or circumstances. Our payout formula is designed to take the guesswork and possible problems out of the prize money distribution.

We strive to make our leagues competitive for the players, but our most important focus is on fairness and FUN, for the players, the spectators and the locations.

Please take the time to read all of this information completely, most of your questions are probably covered somewhere in the guidelines. As always, I expect and encourage you to call with any questions that you are not sure about.

## Good Luck & Shoot Well!!

### Paul "Wiz" Lofton

Cell 614-206-3607, Office (9-5) 614-221-5000

Revised : August 1, 2013

## General Requirements for Players, Teams and Tournaments

### Team Requirements

- A team may have as many players on the roster as they feel necessary.
- A team must have a person (usually the captain) that can be reached very easily for any last minute updates or changes. This person should have access to our web site as the latest information is also posted on line. ***It is a team's responsibility to check all sources for any announcements***
- A team may use whatever name they care to **within common sense, good taste and length.** *Please do NOT try to be offensive, sexually explicit or suggestive as we will edit or delete the name.*
- A \$25.00 sponsor fee is required for each team, for each league that they play in. A league is defined as one night, one session (i.e. Monday-Fall). The team's home location should pay this fee as a location sponsor fee but if they refuse to, it will be the team's responsibility.
- A team should notify the league if a player moves out of the area or quits the team so that we can adjust our records accordingly.
- A team (Captain) is responsible for the total weekly fee of \$35.00 (7.00/player), whether or not all 5 players played. If all fees are not paid, prize checks will be adjusted accordingly.
- A team is required to follow all guidelines and schedules of the WK Music & Vending league system.

### Player Requirements

- Each player must provide a full name, complete mailing address and pay an \$11.00 sanction fee in order to shoot. This applies whether a player is an occasional sub or plays three nights a week. The \$11.00 sanction fee covers the player's membership for the VNEA & OCMA fiscal year (July 1-June 30).
- Each player must be at least 21 years of age prior to the end of a league session to play in a VNEA sanctioned tournament (Defined as the current league schedule, NOT YEAR).
- Each player must pay the weekly league fee for shooting in a match (currently \$7.00)
- Each player is responsible for the quarters for their league games.

### Substitute Requirements

- A team may add or use a substitute (sub) whenever necessary.
- The sub must meet all player requirements listed above, as well as, all other substitute guidelines
- The sub must play under the guidelines for player AVG which are listed on the current standings sheet.
- The sub may play for more than one team and even more than once a night BUT NEVER twice for the same team on the same night or the opposing team. **In the event that any player plays for more than one team in a session, they will become an "unassigned floater sub" (designated by an "F" on the player standings).**

**IMPORTANT NOTE:** If a player is "barred" from a league location, the location is NOT required to let him in to play. It is the team's responsibility to find a substitute for that match.

***No match can be moved to another location without the league's PRIOR approval.***

### Ohio State Tournament Eligibility Requirements

- Each team must be comprised of 4 original members (3 for the ladies)(there *MAY* be a work or medical exceptions)
- Each member of the team must have played together as a team in a single session (i.e. Monday-Fall) a minimum of 7 nights(28 games) OR a team player is eligible if they played a minimum 10 nights over 2 sessions (40 games) with the team.

### VNEA International Championships, Las Vegas

- The team must have at least 2 original members (2 original members must shoot in every match)
- The team may pick up any other players from within the WK Music & Vending League system
- 4 of the team members must have minimum of 12 league nights during the year, the 5<sup>th</sup> must have minimum of 8 league nights.
- The team may list as many players on their roster as they wish but must follow the 2 original members rule at all times. Players can rotate in and out during a match.

***The team is responsible for all entry fees, greens fees, travel expenses and housing arrangements for any tournaments.***

## League & Match Format, Guidelines and Information

### **All league matches must be played on WK Music & Vending or Coin-Op owned tables**

The league does **NOT** require a location to pay any player fees, game quarters, or provide any type of team shirts, free food or “team drinks”

### **League Session Information**

Each league will consist of a number of teams that we will group together as closely as possible.

- The schedule will *USUALLY* be double round robin, all teams will play all other teams.
- All leagues will play 12-15 weeks and **may have** some week(s) off for holidays.
- In the event that we have a 6 team league, there **MAY** be 2 “position nights” in the schedule to get the length to the minimum of 12 weeks. (“Position nights” are based on what place a team is in). We will *USUALLY* run 6 team leagues 15 weeks were everyone plays each other 3 times.
- In a 4 team league (VERY rare) the schedule will consist of 3 or 4 rounds (to have a 12 week minimum).
- We generally operate 3 league sessions each league season (year). Sessions usually run May – August, September – December and January – April. Tournaments are in May and Memorial Day week.

### **\*\* The home team is responsible for all paperwork AND money. \*\***

- Please make sure to fill out everything (score sheet, player forms & envelope) completely.
- Mark down EXACT amount of money each player paid. **Please don't put PD.** Put the amount.
- Make sure to provide all player information for ANY new players.
- Make sure that all scores have been recorded and all math has been done correctly.
- Enclose the score sheet, all information and all money in the collection envelope and **SEAL IT.**
- Leave the envelope at the match location or drop off point (**Triangle for Newark**) unless otherwise instructed.
- **NEVER** take the envelope home or anyplace else without calling the league.

### **Match Format Information \*\*\* STRAIGHT FORMAT \*\*\***

Each league match consists of 5 players (open) 4 players (ladies) on a team playing in a match; each player plays 4 games in a row against an opposing team player (20 total games open) and (16 for the ladies) format. This creates 5 round points for the team's score.

**\*\* There is NO substituting for a player once they have played a game in the match.**

We have used this format so that teams can utilize a player that may work late or leave early (Those that can't be there by 7, or must leave early due to family or work).

***We encourage all players to be a team member and be present for the entire match.***

The home team sets their roster first. The visiting team then sets theirs\*\* **There is NO substituting of players once the match has started and the player receives ANY score (even a forfeit -0-).**

### **Match Format Information \*\*\* ROTATING FORMAT \*\*\***

Each league match consists of 5 players (open) 4 players (ladies) on a team playing in a match, each player plays 4 games, one against each of FOUR opposing team's players (20 total game for the open ) and (16 for the ladies) format. This creates 5 round points for the team score.

**\*\* There is NO substituting players once they have started a game in the round.** You can substitute a player in a match as long as the player hasn't played yet, hasn't played that player before in a previous match, and the new player meets all player requirements.

## League & Match Format, Guidelines and Information con't.

The home team sets their roster first. The visiting team then sets their roster. The break rotates and is designated on the score sheet. Any player that is NOT there for their first round match, may be played around, BUT MUST be available for their second round match. If a player is not available to play by the time they play in the second round and is not replaced under the above substitute guidelines, they will receive a "0" (zero) for both rounds and the opposing player(s) will receive their AVG (and credit for a win). A player may miss a round and then play in later rounds BUT they can NOT be replaced with a substitute. **\*\* There is NO substituting of players once the round has started or the player receives ANY score (even a forfeit "0").**

### All League matches are handicapped.

- All players will have an AVG for every match they play.
- The team with the LOWER total AVG receives the difference each round as a handicap. **\*\* (4 times the difference is added to the total scores column)**
- The Minimum player average (AVG) allowed is 6.
- The Maximum team handicap (HDCP) allowed is 12 per round (48 on Total) **\*\* unless posted otherwise on the standings (usually in very diverse open league)**
- **The first 3 weeks of a league session, or 12 games, players use their highest past AVG (A printout is provided).**
- If a player does NOT have a past AVG with WK Music & Vending, their AVG must be calculated (Total points/total games). This player will play with this average for 3 weeks or 12 games. After the first 3 weeks or 12 games, any player's AVG must be done according to the guidelines on the weekly standings printout.
- If a player is added in the second round of play (teams have played each other once), and they do not have a past average. Their AVG must be calculated (Total points/total games + 2). This player will play with this average for 3 weeks or 12 games.

### Start Time

**All matches are scheduled to start play at 7:00 p.m. (real time, NOT bar time)**

- Each team is allowed a 15 minute grace period for any unforeseen traffic problems, etc.
- Each team must have 3 players to start a match; however, both rosters **MUST** be set before starting.
- Any player that is not there for their match, may be played around ONE TIME BUT MUST be available for their match as soon as the NEXT match has been completed. If a player was skipped on the score sheet, they are next to play as described, and is not there yet, THERE IS A MAXIMUM grace period of 15 MINUTES. The player must arrive or be replaced by a substitute within that grace period. If the player is replaced, they CANNOT be inserted later in the match. If a player is not available to play they will receive a "0" and their opponent will receive their AVG and credit for the win.

***A TEAM MAY ONLY HAVE A TOTAL OF 2 GRACE PERIODS IN ONE NIGHT as detailed above***

### Forfeits and/or re-scheduling Matches

- **Forfeits are NOT allowed the first night of league play OR if the team called the League with a valid reason AT LEAST 4 hour prior to the match. We MUST know so we can try to notify the other team and the bar!!**
- If you call for a reschedule and you were the Home team, you will now be the Visiting team.
- If a team does NOT call but the other team will allow a reschedule, the team that canceled is responsible for all quarters for the make up match, and you will play the match at the bar that didn't cancel and they will be considered Home team.
- If a team will NOT allow a reschedule, they **MUST have paid all their fees, filled out the score sheet and notified the league to receive the forfeit. (see forfeit guidelines) \*\* NO EXCEPTIONS \*\***

## League & Match Format, Guidelines and Information con't.

### Scoring Guidelines

**An actual game win is always scored as a 10.**

**Scoring is by rounds which determine the position you are in. That is what we are going by if there is a tie I will go to the points. If that is a tie I will go to total games won.**

The opposing player gets credit for any of their balls that have been made (doesn't matter who made them), for example, if a player breaks and runs but pockets any of the other balls, it is NOT a 10-0 but may be an ERO.

(An **ERO** is defined as a player's **FIRST** shot with **ALL** 15 balls still on the table, mark the score ERO)

**NOTE:** 8 Ball on the break (**EOB**) does NOT win (or lose) the game.

- The breaker has the option placing the 8 ball on the spot and playing the open table as it is or breaking again (unless he scratched while making the 8, in which case the opponent has the exact same option). The cost of getting the balls back will be refunded. (added to your next weeks fees) You should still mark the score sheet EOB, we still award patches for 8 on the break.

### Special Scoring Scenarios

- If a team cannot field a player to play or a player quits during their games, that players position will be scored as a zero for all games not played or completed (zero total). The team still must pay the \$7.00 for that player's position. **IMPORTANT:** If a players name is listed in that position, they still owe the money but will **NOT** receive any credit for shooting or that night's play.
- Any player receiving a forfeit will get their AVG and credit for a consecutive win. The only way this is scored as a 10 is if the player is a 10 AVG. If this happens before the player has an established AVG or in the first 2 weeks of a season, his score will be changed to his AVG after the 3<sup>rd</sup> time he plays. Please realize that this policy **PROBABLY** won't affect the outcome.
- Any handicap must be figured using the AVG's of all players **that actually played in the match**. The winner by forfeit will receive a score but their AVG will **NOT** be used in calculating any team HDCP.
- If the round is a tie. Whoever has the most 10's in that round wins. If there is a tie in the 5<sup>th</sup> round (overall), whoever has the most 10's wins the round. If that is a tie, then you will go on the most 10's in the last round played (4<sup>th</sup> round).

**IMPORTANT:** If a team allows a player to play under another player's name or a false name, their team will FORFEIT ALL ROUND POINTS, WINS AND ALL PLAYER POINTS.

If a match is played on a pool table NOT owned by WK Music & Vending,

**BOTH TEAMS WILL FORFEIT ALL ROUND POINTS, WINS & ALL PLAYER POINTS**

### Forfeits, Teams Quitting, etc.

If a team forfeits a match and is deemed to still be eligible to play in the league, they must pay all money owed for forfeiting and any player fees. The team that received a Forfeit from them will be credited with a win (provided all paperwork was filled out and all fees were paid)

**\*\* If the paperwork and ALL fees weren't turned in, the match will be rescheduled. NO EXCEPTIONS.**

**\*\* There are NO forfeits allowed in Week #1 of any league session (week #2 if there's a bye is on schedule)**

**Please remember that you MUST call in any possible forfeit or reschedule you MUST fill out the score sheet and pay all fees. NO EXCEPTIONS**

If a team forfeits and I consider them to have QUIT the league, adjustments will be made under one or more of the following guidelines:

## League & Match Format, Guidelines and Information con't.

- 1) If a team quits early in the First Round, any matches they played will be deleted and the opposing team's players will be given a credit for the weekly fee. The credit will show as minus amount owed on the standings sheet, it can be used or added to the player's prize check
- 2) If a team quits late in the First Round (before playing all teams once) the scores for their matches will be changed to 5-0 for all teams, individual player stats will remain.
- 3) If a team quits in the Second Round (they've played everyone once and some teams twice)
  - First Round matches will count as played with NO CHANGES
  - In the 2<sup>nd</sup> Round, teams must pay the weekly fee and will receive credit for winning all rounds. Players will receive all wins and their actual score or average points (whichever is higher).  
**All 2<sup>nd</sup> round matches (actually played or not) will be scored in this manner.**
- 4) If a team quits early in the session and we can form a replacement team, we will do everything possible to have all matches made up. If this isn't possible, the team will play all other teams ONCE and can't win any team place money but will receive individual player checks.
- 5) In all cases, the quitting team will **FORFEIT ALL TEAM & PLAYER PRIZE MONEY**

### Team and Player Fees

It is a very cumbersome and time consuming job to keep track of players that owe money. I have been very lenient in the past but this has to STOP. I understand someone being short one time but not every week. If you are abusing the money policies of the league (**YOU ARE ABUSING THE LEAGUE POLICY if you owe more than \$14.00 in weekly fees**), you and your team will pay the consequences of your score being invalidated and changed to a forfeit.

- **The weekly player's fee is \$7.00.** A detailed financial report for each league is provided in the FINAL STANDINGS REPORTS (we are the ONLY area league that provides this information) Each league fund is kept separately and any extra money is added back into that league.
- **The yearly sanction fee is \$11.00;** this provides the player with membership benefits of the VNEA and OCMA which includes the awards program as well as eligibility for VNEA tournaments.
- **CHECK POLICY:** The league fees may be paid by check (if absolutely necessary), however the check may **NOT** exceed the total paid by **that player's** team.  
A player **CANNOT** write a check for all of the fees paid by both teams.

**There is a \$30.00 charge for ANY returned check**

**(Full check amount PLUS charges MUST be paid PRIOR to playing again!)**

**\*\* Pay the fees due each week, Pay up front or don't play in the league !**

### Prize Money Information

- The remaining money (\$5.00) from the weekly fees is paid back to EVERY player in good standing with a minimum of 16 games played (4 nights).
- This money is usually paid back @ .15 a point (rounded down) by individual check to each eligible player. A player does not have to worry about a location or teammate absconding with his money.
- The remaining money is paid by team check to the top finishing teams.
- Each league's financials are kept separately and a complete and detailed breakdown of each league's prize fund is provided on the Final Standings Report. (You don't have to ask, this is made public)

**We show you what was paid in by the players of each league and what we paid out.**

**(PRETTY SIMPLE!)**

## League & Match Format, Guidelines and Information con't.

### Brief Outline of VNEA/WK Music League Rules

- You must call all shots. You call which ball is going in which pocket. You do NOT have to call any combinations, kisses or number of rails ONLY the end result (the ball and the pocket)
- You are ALWAYS required to make a legal shot. Once you have a group of balls (solids or stripes) you must hit any of your balls first and then either pocket a ball or cause ANY ball to contact a rail AFTER you contact one of you balls.

**Failure to commit a legal shot is a foul,  
Only the players involved in the game may call a foul,  
Anyone else calling a foul is guilty of coaching (this is a foul).**

#### **ALL FOULS MUST BE CALLED AND ACKNOWLEDGED**

(Except scratches),

Foul results in the opposing player getting ball in hand anywhere on the table (except on the break shot, which is behind the line)

### **The breaker pays all quarters, racks and breaks his own rack**

#### Shooting at the 8-ball

- You MUST use the patch when shooting the 8-Ball.  
If you don't have a patch, you can use a coaster, napkin or any other agreed upon object in its place.
- The patch MUST be placed on the table within the 2<sup>nd</sup> diamond of the intended pocket.
- The patch may touch or even sit on the metal or plastic corner of the pool table, but not be sitting on the second diamond.
- **If you break and make the eight ball and the cue ball at the same time it is not loss of game.**
- If you scratch while shooting at the 8-ball and the 8-ball does NOT go into a pocket or off the pool table, it is a foul, NOT a loss of game. **If the 8-ball is off the pool table, it is then a loss of game (except on the break).**



The #1 WK Music & Vending League Rule is **SPORTSMANSHIP!**

**Everyone should use common sense and courtesy while participating in our leagues.**

**We continually strive to make the experience fun and rewarding for everybody**



# WK Music & Vending



League Information 614-206-3607  
**Pool League Team Sign-up Form**

**Desired League Night:** *Monday Tuesday Wednesday Thursday*

Home Location \_\_\_\_\_

**Team Name** \_\_\_\_\_

(If you don't have a name, use the location name and a number i.e. Joe's Place #1)

**Team Captain** \_\_\_\_\_

Mailing Address \_\_\_\_\_ Apt# \_\_\_\_\_

City, State & Zip Code \_\_\_\_\_

**Captain's phone numbers are REQUIRED.**

Cell Phone # \_\_\_\_\_ E-Mail \_\_\_\_\_

**Please list the other player's names at the bottom of this form.**  
*ALL players will have to provide a complete sign-up form the 1st night they play!*



**Captain's Signature** \_\_\_\_\_

I hereby agree to abide by all WK Music & Vending League Schedules, Guidelines and Game Rules as set forth by The Valley National 8-Ball Association (VNEA). Copies are available upon request.  
**SPECIAL NOTE:** Neither W K Music & Vending nor the V.N.E.A. sells any mailing lists or provides player information to any outside sources. Complete player information is required in order to be sanctioned.

***Simply complete this form and turn it in with the \$25.00 sign-up fee to join in on an evening of friends, fun and pool!***

Name \_\_\_\_\_ Address \_\_\_\_\_ Phone # \_\_\_\_\_

**Sign-up will *NOT* be accepted without a captain signature or a player roster.**