



**SVBPL, *THE 8-BALL BILLIARDS LEAGUE FOR SILICON VALLEY***  
**A Not for Profit Organization**

**[www.svbpl.org](http://www.svbpl.org)**

# ***SILICON VALLEY BAR POOL LEAGUE***

## ***BY-LAWS***

**REVISED: 1 MARCH 2007**

This document outlines the Rules Of Play as adopted by the League, the responsibilities of the Team Sponsors, (the Bars and Taverns) the responsibilities and conduct of the Team Captains and Players, and the current league bylaws pertaining to these issues.



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# SVBPL



## ***PART I: LEAGUE STRUCTURE AND PROCEDURES***

### **OVERVIEW**

The Silicon Valley Bar Pool League, SVBPL, is a not-for-profit organization dedicated to the enjoyment of 8-ball billiards for amateur players in the greater San Jose/Silicon Valley Area. The mission of the SVBPL is to promote and ensure a fun, fair and rewarding opportunity for participants to engage in competitive 8-ball pool. SVBPL maintains a web site for all information and communication. The URL is <http://www.svbpl.org>.

Participation in the SVBPL is free to all players. Teams receive sponsorship into the league by interested Tavern and Bar owners with all proceeds, less operating expenses, returned to the members of the league in the form of trophies and awards. Match play is held on Tuesday nights at 7:00PM, when the league is in session.

A volunteer Executive Committee comprised of members of the league, nominated and elected to serve at the direction and discretion of the entire league membership operates the SVBPL. The Executive Committee purpose is to uphold and advance the game of 8-ball pool as documented herein and to act as stewards of the league, making certain it continues to be fun and challenging, friendly and rewarding to all who participate.

All members of the Executive Committee are knowledgeable of the rules of play and capable of making dispute determinations as needed, providing there is no implied conflict of interest. They are responsible to the League (Sponsors, Captains, and Players) and act on their behalf to coordinate league actions and activities.

The League and Executive Committee may appoint additional members of the league to participate league operations as determined necessary.

### **SVBPL EXECUTIVE COMMITTEE LEADERS AS OF FALL 2006**

<b>Name</b>	<b>Phone</b>	<b>Email</b>	<b>Position</b>
David J. Rodgers	408.250.5859	svbpl@aol.com	Executive Commissioner
Wayne Stone	650.279.4122	wstone@mail.arc.nasa.gov	League Administrator
"Gator" Gatewood	408.910.4283	LLIF@aol.com	Finance Commissioner
Lee Collings	408.255.1803	webmaster@svbpl.org	Webmaster



## ***BAR/TEAM SPONSOR REQUIREMENTS***

### **TEAM ENTRY FEE(S)**

1. The per team entry fee is \$100.
2. Entry Fee Payment will secure a team slot. Fees are due at the start of League Play, if not already paid.
3. Sponsors are responsible for additional trophy or award fees incurred by their team(s), if applicable.
4. Entry Fees are non-refundable after start of the league where a replacement team cannot be found. If a replacement team can be found in time to reschedule affected matches, refunds will be made to the Sponsor.

### **MATCH PLAY TABLE FEES**

5. Sponsors agree to pay the cost of the table during "Home" regular and post-season match play, and for individual League Tournaments (i.e. Top-Shooter and Wildcat Tournaments) held in their facilities

### **TABLE PRIORITY AND MAINTENANCE**

#### **6. Table Priority**

The "Home" bar must close table(s) and give priority to the visiting team for match practice no later than 1/2 hour prior to match start time.

#### **7. Table Maintenance**

The "Home" bar is responsible for the upkeep of the table(s) to include maintaining a level and true playing surface, reasonably caring for table felt, bumpers and supplying pool accessories (i.e. racks, house cues, bridges, etc.).

#### **8. Table Inspection**

The Executive Committee may inspect table(s) at each bar if requested to assure compliance with reasonable table and accessory care. The Executive Committee may recommend improvements and/or, aid in the reparations, if possible, of a non-conforming table.

#### **9. Table Impasse**

If a table is not level the captains/owners may try to level the table to the satisfaction of the two captains. If no consensus is obtained between captains regarding play, the Executive Committee shall be contacted to determine if play should commence on the non-conforming table.

#### **10. Non-conforming Table Match Play Options**

If the Executive Committee determines the table is non-conforming to the point of substantially affecting the match, the match may be rescheduled or replayed. In the event the home bar has another table not being used for league play, the alternate table may be used.



11. **Table Choice, Multiple Tables.**  
In the event a Home Bar has multiple tables, and if there is no other league play on the other table(s), the visiting team has the choice of tables for the match. In the event the Sponsor has multiple tables and the ability for 2-table play exist, the Sponsor agrees to allow match play on both tables.
12. **Determination of play on a Non-Conforming Table**  
Determination of play on a non-conforming table is the discretion of the League Executive Committee representative responding to the request for determination.
13. **Harassment**  
The "Home" team and bar is responsible for ensuring match play is free from harassment, verbal or otherwise, of the bar patrons.

### **HALF-TIME DRINKS**

14. **Players Beverages**  
The "Home" bar will supply a complimentary round of drinks for the Players at the half time point of the match. The Half-Time Drinks are for team players who play that night and for like and kind beverages the player has purchased during match play.
15. **Beverage Type**  
The "Home" bar is not required to supply anything more than a "well drink" or the same beverage the player had previously been drinking, if more than a well drink.
16. **The "Pitcher" Rule**  
For any Player(s) ordering beer by the pitcher, a single draft beer may constitute the Half-Time Drink, unless the bar feels it is appropriate to supply a pitcher for multiple players, instead of individual draft beers.
17. **Team Supporters/Alternates**  
Complementary Half-Time Drinks for other participants (team supporters, alternate players not on that nights roster) are provided at the discretion of the "Home" bar.



## ***PLAYER/TEAM REQUIREMENTS***

### **TEAM ROSTERS**

1. **Number of Players**

Teams may include up to a maximum of 12 players on their roster for the season. Each team may elect to use any player(s) up to the total

2. **Player Rosters**

Team Captains are required to supply and maintain Player Rosters, including the first and last name of the player, and contact information.

3. **Roster Additions**

New players may only be added to a team roster only during the regular season.

4. **Match Play Identification**

Full names must be used to identify players on a match roster. (Match = 20 games). Substitutions may be made during a match, however the players full name and associated games must be indicated.

5. **Player Movement**

A player is allowed to shoot for one team only during any given season. If the player is on a team roster, but has yet to shoot a game in match play, the player is allowed to change teams.

Should a player shoot for a more than one team during a given season, all the games he/she played for the subsequent team will be counted as losses.

### **START TIME, LATE ARRIVALS, RESCHEDULE, AND FORFEITS**

6. **Start Time**

All Matches shall start promptly at 7:00 PM sharp. The League recognizes the players need for flexibility and support a Grace Period until 7:15 PM. If agreed to by both Captains, the Grace Period may be extended until 7:30 PM.

7. **Reschedule Due to Unforeseen Incident**

If for any reason beyond the control of the Players or Sponsors match play is hampered or adversely affected due to unforeseen incidents occurring at the match location, the match is to be cancelled for that evenings play and rescheduled for a later date as agreed to by the captains.

8. **Minimum Player Count**

A team must have at least 3 players present to start match play and avoid a forfeit of the match. If the match begins with fewer than 5 players per team, any missing player's game, within the normal rotation, will count as a loss by game forfeit.



9. **Match Forfeit**

In the event of a Match Forfeit, the offending team is required to pay a Match Forfeiture Fee of \$25 to the League. Match Forfeiture fees will be used to offset the loss of revenue to the affected bar(s). Failure to pay Match Forfeiture fees may result in team disqualification from all current and/or subsequent post-season participation and/or awards.

10. **Forfeiture Credit**

A team winning by forfeit will be credited with 14 individual wins. The team causing the forfeit will be credited with no games won. Games won by forfeit may not be used in the determination of individual player statistics. The games are used for team tiebreak, if needed, in resolution of season standing and overall rank.

### **PLAYER DISQUALIFICATION**

11. **The "86" Rule**

Any player(s) who is/are unwelcome (86'd) from an opponents bar will not be allowed to participate in match play at that location.

12. **League Disqualification**

Any player(s) who are refused admittance or asked to leave an opponents bar during match play may be disqualified from league play. The nature of the grievance or action forcing refused admission or bar removal will be reviewed by the League Executive Committee, along with the respective team captains and sponsors, or their appointed representative.



## ***CAPTAIN'S RESPONSIBILITIES***

### **SCHEDULED MEETINGS**

13. All Captains and/or delegate(s) must attend and participate in the League meetings as posted so as to ensure full and complete understanding and compliance with the procedures and rules of the League:

**- The Pre-Season Organization Meeting**

Held the Tuesday two-weeks prior to the scheduled week-1 match play start date at 7:00PM

**- Mid-Season Captains' Meetings**

Held Wednesday, mid-season as scheduled at 7:00PM

**- Post-Season Captains' Meeting**

Held Wednesday immediately following the final week of regular season match play at 7:00PM

***Note:*** Participation in the Mid-Season and Post-Season Captains' meetings counts as one (1) Match point toward the represented teams final season standings.

### **MATCH PLAY**

14. Captains are responsible for ensuring their team members read, know, observe, and play by the rules.
15. Both Captains complete their score sheets with their starters' names prior to exchanging names with the other Captain.  
**Substitutions can be made at any time during the match.**
16. Captains or their appointed delegate are required to sign opposing teams completed score sheets to validate match completion.
17. Captains will maintain the individual "Players Record" weekly, and have these available at matches, playoffs, individual tournaments, or on request by the League Executive Committee.
18. Captains are responsible for "spotting" games during match play. If a Captain is unable to spot to observe the game, he/she will appoint a Substitute Captain prior to leaving table area. When the Captain is shooting, the Substitute Captain will be responsible to observe the Captains game and for resolution of any disputes.
19. Any player disputes will be resolved by the two Captains/Substitute(s), and if the dispute still exists, by the League Executive Committee.

### **POST-SEASON ATTENDANCE**

20. Captains are responsible for ensuring the following:
- Any Forfeiture fees resulting from forfeited matches are paid in full prior to the start of Post Season play.
  - Teams are represented at Individual Tournaments (Top Shooter and

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Wildcat) by the best available and qualified player for the given match.  
- That all available and interested players are aware of participate in the Awards Banquets, when possible.

## LEAGUE PAPERWORK

21. **Captains must contact the Executive Committee to report match scores and highlights immediately following the match.**  
Captains may contact the league via phone or via email. Any high-lights (e.g. 8-ball break, table-run) should be submitted at the same time (with full name of player(s), and team name). Contact information is:  
[wstone@mail.arc.nasa.gov](mailto:wstone@mail.arc.nasa.gov) - Wayne Stone – 650.279.4122  
[svbpl@aol.com](mailto:svbpl@aol.com) - David Rodgers – 408.250.5859  
[webmaster@svbpl.org](mailto:webmaster@svbpl.org) - Lee Collings – 408.255.1803
22. **Captain's must reports scores and highlights to the Host bar.** The League will supply Bar Score sheets for the purpose of easily recording the scores at the Host Bar. **All BCA Play must be certified with signed score sheets submitted to SVBPL League officials!**
23. Captains are required to maintain match play and team records in accordance with the stated needs of the League Executive Committee.
24. During **Mid-Season Captains' Meeting(s)**, Captains are required to turn in to the League ***copies of*** their match score sheets, or detail summaries of their team play accumulated to that point.
25. Player Rosters including first and last names of players, are required to be submitted/updated during **Mid-Season Captains' Meeting(s)** or any time there is a discrepancy involving player eligibility
26. During the **Post Season/Pre-Playoff Captains' Meeting**, Captains are required to submit ***copies*** of all match play score sheets and completed summary sheet for individual post-season player qualification (playoff matches and individual tournaments).
27. A determination of play or forfeiture for all matches must be recorded.



## ***SCORES AND STATISTICS***

### **SCORE SHEETS**

1. The full names of all team players shooting a given match must be recorded on the score sheets. This is important, as the league will use the information to assure a player is qualified for post-season matches and tournaments. First name and last initial may be used if a roster containing both first and last name is on record with the League.
2. Match substitutes player's name must be written in the numbered game box as well as the name of the team winning that game.
3. A player may play in one column or one row only.

### **REPORTING MATCH PLAY RESULTS**

1. It is the responsibility of both Captains' to ensure that scores and highlights are accurately recorded and submitted to the league
2. Any match scores not reported to the league and/or host bar **will** be recorded as losses.
3. The League Commissioner(s) will record scores and maintain the official standings.
4. Scores will be updated and posted for review on the League Website by the end of each week.

### **MATCH SCORING**

5. Match Scores are used to determine post-season play qualification. Points are awarded for wins and ties. Forfeits are calculated as a "win", however no player game points are awarded. Points are calculated as follows:  
 Win/Forfeit - 2 points  
 Tie – 1 Point  
 Loss – 0 Points

### **POST SEASON PLAYER QUALIFICATION**

6. **Minimum 50% Games Requirement**  
 To qualify for playoff and individual tournament play consideration, a player must shoot in at least 50% of the games possible for the given season.
7. **Match Forfeiture Allowance**  
 In the event of match forfeiture, an adjustment to the Qualification Games Needed will be made. Players will receive a two (2) game reduction in the Qualification Games Needed for each match forfeiture
8. **Qualification Games Needed Calculation**  
 Total Number of Matches times 4 = Total Games Possible  
 Total Games Possible divided by 2 = Qualification Games Needed



## ***PART II: RULES OF PLAY***

### **MATCH PLAY STARTING PROCEDURES**

1. The Home team player will toss a coin for the Visitor team player to determine who will rack and break.
2. The coin flipped by the home player and must land on the felt of the table untouched.
3. Winner of the coin toss has the option to break or rack.
4. Player who breaks must wait for the opponent to clear the table or his/her next shot is forfeited.
5. Miscue or loose/crooked rack on the break is the opponent's option to break.

### **RACKING THE BALLS**

6. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle.
7. The first ball of the rack on the foot spot, a striped ball in one corner of the rack and a solid ball in the other corner.
8. A game CANNOT begin with an illegal rack (a legal rack is defined by 1 and 2 above).

### **OBSERVANCE OF THE GAMES**

9. Both players and both Captains or appointed spotter should be watching every shot. Captains must appoint a Substitute Captain if he/she must leave the table area.
10. Each player must be ready to shoot when it is his/her shot. (A 3-minute rule will be enforced with forfeit of turn after the second infraction, at the discretion of the opposing Captain).
11. Between games, players have 5 minutes to begin the next game. If a player is not in position to shoot, it is counted as an automatic win for the opposing player.

### **PLAYER CALLED INFRACTIONS OR "FOULS"**

12. Player called infractions include; failure to call pocket, scratches, coaching, harassment, table fouls (illegal ball contact), etc.
13. The opposing player is the ONLY person allowed to call an infraction.
14. If a "foul" is called, the two players (ONLY) try to resolve the problem.
15. If the players cannot agree, the two Captains/Substitutes (ONLY) try to resolve the problem.
16. The Captains will keep other players and supporters from the discussion and from voicing any opinions while the dispute is being resolved.



17. In the event the dispute is irresolvable by the Captains, then the Executive Committee will be contacted for a ruling. (If a member of Executive Committee is involved in the dispute, an alternate member of the Executive Committee will be contacted for a ruling).
18. In the event of an unclear resolution to the dispute, the disputed game will be replayed.

## **NON-PLAYER CALLED INFRACTIONS**

19. A player will lose his/her shot; **ball in hand**, if his/her team member or supporter indicates a "foul" on the opposing players play/shot.
20. A player will continue to shoot if anyone (opposing team members and supporters, bystanders, bar customers, etc.) other than the opposing player calls a "foul" before that player has a chance to call it.

## **CALL POCKET PLAY**

21. All shots are call pocket.  
(The ball you call must drop into your called pocket to be credited. It does not matter how the ball got there, as long as it was a legal shot - defined below).
22. Every ball and pocket **MUST** be called out, either verbally or by pointing, or its loss of turn and ball in hand.  
(Do not shoot until your opponent or his/her team captain/spotter has acknowledged your called shot).
23. A player may call "safe", in which case, even if a ball is pocketed, it is the opponent's turn to shoot.  
(A "Safety" must also be a legal shot - defined below).

## **BREAK, SCRATCH, AND 8-BALL**

24. A "Legal" break is achieved only if 4 balls are driven into the rail OR if a ball is pocketed.
25. If a player fails to make a legal break, the opponent has the option to either accept the table as is OR have the balls re-racked, with the option to break.
26. A scratch on the break constitutes ball in hand "behind the line."
27. When shooting from behind the line after a scratch, balls "on the line" or "behind the line" may not be shot.  
(The position of the ball is determined by where its center is).
28. After the break, the table is open, whether or not a ball is pocketed. If any ball is pocketed on the break but the player misses his/her next called shot, the table is still open for the opposing player.
29. On an open table, any ball but the 8-ball may be struck first in pocketing any other called ball.



30. If the 8-ball is pocketed on the break, it is a win, unless the cue is also pocketed or ANY ball leaves the table; then it is a loss.
31. A ball knocked off the table goes down - not spotted - and is a foul, ball in hand. If it is the 8-ball, it is loss of game.
32. When shooting the 8-ball, if any ball leaves the table or if the cue ball is pocketed (even by accident), it is automatic loss of game. If the cue ball does not hit the 8-ball, or any other foul occurs, the player does not lose the game; it is ball in hand for opposing player.

### LEGAL SHOT DEFINITION

33. Except on a break or open table, the shooter must hit one of his/her group of balls first, then pocket the called ball in the called pocket OR cause any ball, including the cue ball, to contact a rail.  
(Any pocketed ball is considered to have hit a rail).
34. It is permissible for the shooter to bank the cue ball off one or more rails before contacting one of his/her balls; however AFTER CONTACT with an object ball, (i.e. any of the shooter's balls,) a ball MUST be pocketed, or touch a rail.
35. If the object ball to be struck by the cue ball is frozen to the rail, then after the cue ball contacts the object ball it must drive the frozen object ball to another cushion or pocket, or drive the cue ball or another ball to any cushion.  
(A frozen ball MUST be declared by the opposing player and confirmed by the shooter for the rule to apply).
36. Any shot which is not legal constitutes a foul and subsequent ball in hand (see "Ball in Hand" below).
37. Intentional jumping of the cue ball by scooping the cue stick under the cue ball is illegal and a foul.
38. A non-intentional jump shot executed by striking the cue ball above the center is legal.  
**Please note:** *A player does not commit a foul when he/she accidentally miscues and causes the cue ball to jump above the surface of the table.*
39. Sponsor/Bar owners' request that massé or "over the shoulder" shots are NOT allowed. (Definition of a massé shot: Striking the cue ball with your cue stick at a 45-degree or greater angle towards vertical).
40. **Simultaneous Hit.** In the event a player strikes his/her object ball at the same time (simultaneous hit) as striking another of his/her object balls, the opponent's ball, or the 8-ball, the shot is considered legal and no foul has occurred. (If both balls are hit simultaneously, then the object ball was hit "first" as well!)

**BALL IN HAND**

41. A ball in hand allows the player to position the cue ball anywhere on the table (more than once if necessary). The pool shaft and ferrule of the cue stick may also be used for positioning the cue ball for shooting. The leather tip of the cue stick may NOT be used to position the cue ball. Contact by the tip constitutes a foul, ball in hand to the opponent.
42. With the exception of the break, any scratch, foul or rules-infraction violation constitutes "ball in hand".
43. Fouls include, but are not limited to:
  - Moving or touching any ball with anything except the cue tip, which may only contact the cue ball in the execution of a legal shot. (Any ball moved illegally or inadvertently stays where it stops).
  - Striking the cue ball more than once on a shot ("double hit").
  - When attempting a shot, "pushing" the cue ball with the cue tip as opposed to striking it.
  - Shooting without at least one foot touching the floor.
  - Jump shots and Massé shots as defined above.
44. Only the opposing player may call an infraction. Anyone else calling out "ball in hand" will result in loss of turn for that team's player. (See "Player Called Infractions or "Fouls" above.)
45. Ball movement: With the exception of moving the cue ball AFTER a foul, ANY ball (including the cue ball) which is INTENTIONALLY moved with anything but the tip of the cue stick is automatic LOSS OF GAME.

**BALL ON POCKET EDGE AFTER PLAYER STEPS AWAY FROM TABLE**

46. If a player's object ball falls into the pocket called after the player steps away from the table and prior to the opponent taking the table and contacting the cue ball for his/her shot, and if no other intervention has occurred (players or viewers hitting the table or the ball, for example) the ball counts as down for the shooter and he/she may continue play. If the ball in question is the 8-ball, the shooter wins the game.
47. If the cue ball falls into the pocket after the player steps away from the table and prior to the opponent taking the table, and if no other intervention has occurred (players or viewers hitting the table or the ball, for example) a ball-in-hand foul has occurred and the opponent takes over play.

**CONCESSION OF GAME**

48. If a player concedes he/she loses the game. If a player attempts to unscrew, or does unscrew his/her jointed playing cue stick while the opponent is at the table and during the opponent's decisive shot (eight-ball shot), it will be considered a concession of the game. In the event the player needs to change the shaft of said cue, notice to the opponent is required.



No warning from the opponent or spotter is required in the case of concession.

**STALEMATE**

49. When both players to avoid loss of game commit three consecutive voluntary "ball in hand" or "safe" shots, a stalemate may be called and the game replayed.

**COACHING**

50. Coaching is NOT permitted unless authorized by the opposing player.
51. In the event of unauthorized coaching, it is an automatic loss of turn and ball in hand for the opposing player.

**HARASSMENT**

52. Harassment of any kind will not be tolerated.
53. Harassment fouls result in "ball in hand".
54. Harassment includes, but is not limited to, badgering, criticizing, intimidating, or swearing at a player, whether the player is shooting or not.
55. A harassment foul will result in an automatic forfeit of a player's shot if his/her team members or supporters are harassing the other team in any way.
56. If, after a warning by the opposing team's Captain during the match, a player continues to harass his/her opponent, it will be an automatic loss of that player's game.
57. Another player, other than the player being harassed, may call harassment foul.
58. The Home team captain is responsible for ensuring it's bar customers are not harassing match players.

**EXECUTIVE COMMITTEE RULING**

59. In the event that a member of the Executive Committee is required to make a ruling to settle a dispute, all persons concerned agree that ruling is considered final.
60. Executive Committee rulings may be written into the rules for subsequent season play.



## ***PART III: POST SEASON PLAYOFF MATCH & TOURNAMENT RULES***

**REVISED: 1 JANUARY 2007**

The Post Season playoff rules are issued under the provision that each Conference has 2 divisions of no more than 8 and no less than 5 teams per division.

### ***TEAM TOURNAMENT QUALIFICATION:***

1. Where there are 2 Divisions in each of 2 Conferences, the top 4 teams from each Division in each Conference qualify for the playoff tournament. Qualified Teams will be ranked by order of record during the regular season. Tiebreak rules will apply, as needed, to determine ranking.

### ***PLAYER QUALIFICATION:***

2. Captains are responsible for ensuring that only qualified players are allowed to participate in post-season activities. Non-qualified Players are prohibited from participating in playoffs matches or individual tournaments.
3. **ANY TEAM WHO TO USE A NON-QUALIFIED PLAYER DURING PLAYOFFS WILL LOSE THAT MATCH AND BE DISQUALIFIED FROM FURTHER POST-SEASON PLAY.**
4. There will be a pre-playoff posting of all players qualified for post-season play.
5. Any captain, player or team that knowingly acts to undermine the set standards of fairness and procedures will be barred from post-season participation for the current and/or the following season.

***(Refer to Post Season Player Qualification on page 11 for details.)***

### ***TIE BREAKS FOR PLAYOFF SEEDING***

If two or more teams in the same division are tied on Match Points at the end of the regular season, the following order of tiebreakers will be used to determine Playoff Seeding:

- i. The total number of individual games won in "head-to-head" games for the season between the tied teams.
- ii. The total number of individual games won against all teams for the season  
or
- iii. The total number of individual games won against common teams played for the season (in seasons with interdivision play),
- iv. A play-off match between the tied teams.

Signed League Match Play score sheets submitted to the Executive Committee Records Commissioner will be used for tiebreak verification.



***PLAYOFF TOURNAMENT STRUCTURE***

As directed at the Fall 2006 Mid-Season Captains’ Meeting, the League has voted for a “Round Robin Intra-division” playoff format. The makeup for this playoff format is as follows:

(**NOTE** -The Round Robin pairings are based on **regular season** records so the highest seeded team hosts the lowest seeded team)

***WEEK 1 PLAYOFFS***

Conference A		Conference B	
Div 1	Div 2	Div 3	Div 4
Team #4 @ Team #1	Team #4 @ Team #1	Team #4 @ Team #1	Team #4 @ Team #1
Team #3 @ Team #2	Team #3 @ Team #2	Team #3 @ Team #2	Team #3 @ Team #2

***WEEK 2 PLAYOFFS***

Conference A		Conference B	
Div 1	Div 2	Div 3	Div 4
Team #3 @ Team #1	Team #3 @ Team #1	Team #3 @ Team #1	Team #3 @ Team #1
Team #4 @ Team #2	Team #4 @ Team #2	Team #4 @ Team #2	Team #4 @ Team #2

***WEEK 3 PLAYOFFS***

Conference A		Conference B	
Div 1	Div 2	Div 3	Div 4
Team #2 @ Team #1	Team #2 @ Team #1	Team #2 @ Team #1	Team #2 @ Team #1
Team #4 @ Team #3	Team #4 @ Team #3	Team #4 @ Team #3	Team #4 @ Team #3

(**NOTE** -The Semi-Finals and Finals pairings are based on **Round Robin** records so the highest seeded team hosts the lowest seeded team)

***SEMI-FINALS***

Conference A		Conference B	
Away	Home	Away	Home
Team #2 Div 2	Team #1 Div 1	Team #2 Div 4	Team #1 Div 3
Team #2 Div 1	Team #1 Div 2	Team #2 Div 3	Team #1 Div 4

***FINALS***

Conference A		Conference B	
Away	Home	Away	Home
Team #2 Seed	Team #1 Seed	Team #2 Seed	Team #1 Seed



## ***INDIVIDUAL TOURNAMENT STRUCTURE***

Within each team and each Conference, the qualified shooters with the highest, and second highest win percentage are invited to participate in the Top Shooter and Wildcat Double Elimination tournaments.

## ***TOP SHOOTER TOURNEY DATES***

Barring scheduling conflicts, the Conference A Top Shooter Tourney will be held the first Tuesday following Conference Finals week at the Division 1, 5<sup>th</sup> place teams bar/tavern, unless that bar/tavern has already hosted post-season play and then the match will be held at the Division 1, 6<sup>th</sup> place team bar/tavern.

Barring scheduling conflicts, the Conference B Top Shooter Tourney will be held the first Wednesday following Conference Finals week at the Division 3, 5<sup>th</sup> place teams bar/tavern, unless that bar/tavern has already hosted post-season play and then the match will be held at the Division 3, 6<sup>th</sup> place team bar/tavern.

## ***WILDCAT TOURNEY DATES***

Barring scheduling conflicts, the Conference A WildCat Tourney will be held the second Tuesday following Conference Finals week at the Division 2, 5<sup>th</sup> place teams bar/tavern, unless that bar/tavern has already hosted post-season play and then the match will be held at the Division 2, 6<sup>th</sup> place team bar/tavern.

Barring scheduling conflicts, the Conference B WildCat Tourney will be held the second Wednesday following Conference Finals week at the Division 4, 5<sup>th</sup> place teams bar/tavern, unless that bar/tavern has already hosted post-season play and then the match will be held at the Division 4, 6<sup>th</sup> place team bar/tavern.

## ***POOL BOWL TOURNAMENT***

1. The Conference A Champion and the Conference B Champion will meet for the Inter-Conference or "Pool Bowl" Championship will be held the second Tuesday following the Conference Finals.
2. The Pool Bowl Tournament Tavern/Bar location will be determined by draw
3. The Conference A Champion will be the "Home" team for the Pool Bowl of the Spring Season and the Conference B Champion will be the "Home" team for the Fall Season.



## ***AWARDS BANQUET***

**REVISED: 26 FEBRUARY 2004**

The League Awards Banquet is held at the end of each season to present that season's awards, hold the General Business meeting and otherwise close the season.

The following items outline the process for determination of the Awards Banquet as agreed by consensus vote of the Bar and Tavern owners/representatives at a meeting held in February of 2004:

### ***BANQUET SCHEDULE***

The Banquet will be held on the third (3rd) Tuesday following the completion of the Conference Finals Match.

### ***BANQUET HOST***

The Banquet Host rights determination remains unchanged. The Conference B Winner will hold the rights to the Spring Banquets. The Conference A Winner will hold the rights to the Fall Banquet.

### ***BANQUET ACCEPTANCE***

The banquet rights must be exercised within 48 hours from notification. Should the holder of the banquet rights decline to host the Banquet, the banquet rights will move to the second place team of the corresponding conference.

The second place bar/tavern banquet rights must be exercised within 24 hours from notification. Should the second place bar/tavern decline to host the Banquet, the banquet rights will move to the third place team of the corresponding conference.

The third place bar/tavern banquet rights must be exercised within 24 hours from notification. Should the third place bar/tavern decline to host the Banquet, the banquet rights will revert back to the League.

In the event the banquet rights do revert to the League, the League will select a suitable location for the banquet.