



## **Madison Pool League Policies**

**League Coordinator:**

Will Van Hefty

**Contact Information:**

Cell – (608) 206-7098

Office – (608) 223-9399 x120

Email: [leagues.modernspecialty@gmail.com](mailto:leagues.modernspecialty@gmail.com) or  
[leagues@modernspecialty.com](mailto:leagues@modernspecialty.com)

[www.modernspecialty.com](http://www.modernspecialty.com)

## **1. INTRODUCTION**

Welcome to Modern Specialty Pool Leagues! This manual has been compiled to ensure that leagues run as smoothly as possible. Knowledge of the contents is mandatory for all players. A thorough understanding of the rules of play and the policies of leagues will allow all of us to compete in leagues and have fun.

## **2. TEAM CAPTAINS**

- A. Each team shall select a team captain. In the event that a change is made in a team's permanent captain, Modern must be notified ASAP to facilitate communications.
- B. Team Captains shall be present at all league meetings, or send a representative in his/her place.
- C. Team Captains are responsible for ensuring that all team members are of legal drinking age, know the rules and regulations of the league, and act appropriately during league play.
- D. Team Captains are responsible for verifying the official score sheet and collecting the necessary fees on each night of league play.
- E. Team Captains will be called upon to settle any disputes during a match

## **3. TEAM ROSTERS**

- A. Each team will devise a roster for their team. Rosters must be submitted to the League Coordinator by the sign-up deadline. All players on the roster must be 21 years of age.
- B. No player will be on the roster of more than one team in a league at any one time. If a player is in violation of this rule any games won by the "added" player will be reversed and lost by forfeit.
- C. There will be a limit of 8 people per team roster, including subs.

## **4. FORMAT**

- A. Modern Specialty's pool leagues are comprised of 4 player teams, open roster men, women, mixed), playing 8-Ball. Each player will play four games per night, playing against each player from the opposing team.

## **5. SUBS/ADDING NEW PLAYERS**

- A. Each team will have a Blind Sub to be used no more than 5 times during the season. If you are using the Blind Sub, do not put a player's name on the score sheet – just write SUB. Teams do not have to pay sanction fees for the blind sub. Kitty fees are required for each player, whether regular or substitute.
- B. Teams may not use a Blind Sub in the last 4 weeks of the season. All players used in the last four weeks must be previously on the roster and must have played at least once. This rule will only be enforced by protest.
- C. When adding a new player to your teams write their full name on the score sheet and include with the score sheet the new players contact information.

## **6. SPORTSMAN LIKE CONDUCT**

Modern Specialty Company and the League Coordinator have the obligation to ensure that sportsmanlike conduct is exhibited at all times. Unsportsmanlike Conduct is any behavior that is deemed to be disruptive, embarrassing, or detrimental to any other players, officials, hosts or other persons present. Any person engaging in behavior that is judged to be unsportsmanlike may face penalties including, but not limited to, forfeit of games, disqualification from league play, permanent disqualification and criminal charges.

## **7. SCHEDULING**

- A. Modern will devise and provide a schedule for each league.
- B. Schedules may be revised within the first few weeks due to any teams dropping out or being added to fill a BYE spot.
- C. If a match is postponed, it is the responsibility of the team captain to notify Modern Specialty AND the opposing team captain within 24 hours of the match date. It is the responsibility of each team captain to reschedule un-played matches.
- D. All make-up or rescheduled matches must be played by the end of the round of play, unless other arrangements have been made with Modern. Failure to do so will result in zeros for both teams.

- 8. EQUIPMENT**
- A. All equipment will be made available to both home and visiting teams 30 minutes prior to the start of play for practice and warm-up.
  - B. In the event of equipment failure a service call should be made to the Modern Specialty Service Department at 608-223-9399 ext. 2. *Notify the technician that the piece of equipment is for league play and they will respond immediately.*
- 9. FEES**
- A. Sponsor fees are billed to the location by Modern Specialty and are due at the start of league play.
  - B. KITTY FEES: Each player will pay a \$5 weekly kitty fee. This money is paid back 100% at the end of the season. Any kitty fees that are not current after one week will be charged a \$5 late fee per week.
  - C. SANCTION FEES: All teams are required to pay a \$12 per team WAMO sanction fee. Any sanction fees not paid by the team will be deducted from the team's prize money at the end of the season.
  - D. All fees are to be dropped off at a Modern drop box location.
  - E. Each team puts money and score sheet into 1 envelope for the match.
- 10. SCORE SHEETS**
- A. The home team keeps the official score sheet for the match.
  - B. Each team keeps a copy of the score sheet. Yellow copy goes to the home team, pink copy to the visiting team, and white copy to Modern.
  - C. The visiting team is responsible for dropping off the match score sheet and money inside 1 envelope at a Modern drop box location.
  - D. Teams are required to hand in the match score sheet and monies no later than 24 hours after the completion of the match. A team with a missing score sheet will be given a \$5 fine and given 1 additional week to turn in said score sheet. Score sheets not received by Modern Specialty within one week of the match date will turn into a forfeit for the visiting team.
- 11. FORFEITS**
- A. All teams must have 50% of their players present to start the match.
  - B. Teams winning by forfeit receive the team wins only. Players do not receive individual stats.
  - D. Teams who forfeit 3 weeks in a row or 5 weeks total may be dropped from the league.
  - E. Teams forfeiting in the last 4 weeks are subject to a fine and/or loss of prize money.
  - F. The forfeiting team will be responsible for the kitty fees for both teams. This money will be deducted from the team's prize money.
- 12. PROTESTS**
- Team captains will file a protest with the Modern Specialty League Coordinator if they feel there has been a violation or misapplication of rules, an irregularity in procedure, or other occurrence that has resulted in substantive harm to a league player, league team, or the league itself. This is a casual procedure and will be handled immediately.
- 13. TEAMS DROPPING**
- A. Any team that drops from the league forfeits all kitty money, sanction money, fines, prize money and any claims towards Modern Specialty League awards, funds, or escrowed monies of any kind.
  - B. If a team drops before the end of the first round of play all matches played by that team will be deleted from the league's team statistics and standings. If a team drops during the second round of play, the match scores from the first round will stand and any matches played in the second rounds will be deleted.

**14. STARTING TIMES/LATE PLAYERS**

- A. All leagues will start at 7:15 pm. (Not bar time.)
- B. Teams are allowed a 15-minute grace period.
- C. A match may start without all the players present. The missing player's game is skipped and that player has until the start of the next round to show up and play the skipped game or they will receive a forfeit. The same procedure should be followed for all games/rounds that the player is missing. If a game is a forfeit, enter F for that player's score and 10 points for their opponent.

**15. BAD WEATHER**

Due to possible re-scheduling conflicts, league matches will never be cancelled due to bad weather. It is the captain's responsibility to notify the opposing captain and that night's match site location if your team is unable to attend. All other rules will apply.

**16. STANDINGS**

League Standings will be based on Rounds Won. In the event of a tie in the final league standings the following tiebreakers will be used to break the tie:

- 1.) Games won
- 2.) Total points
- 3.) Head to head same order

**17. INDIVIDUAL STANDINGS**

- A. Individual scoring records in league aim to indicate which players actually played most effectively; thus, only games actually played will count in the computations for individual awards.
- B. In order to qualify for individual awards in a league (Top Male & Top Female), a player must play 75% or more of that league's season's scheduled matches.

**18. PRIZE MONEY**

- A. Payback Formulas are for anticipated gross kitty fees. Total fees less awards/jackets will comprise the total kitty to be split up.
- B. Each team's prize money will be paid out by cash or check made out to the team captain, and given only to the Captain. The captain may designate an alternate recipient by notifying Modern of such a decision.
- C. If a team has any unpaid fees or fines, the total amount owed will be deducted from any prize monies at the end of the season.

**19. PAYOUT FORMULA****NUMBER OF TEAMS IN LEAGUE**

	4	5	6	7	8	9	10	11	12	13	14
1 <sup>st</sup>	33%	25%	24%	23%	22%	22%	21%	19%	16%	15%	14%
2 <sup>nd</sup>	27%	22%	21%	19%	18%	18%	16%	15%	13%	13%	12%
3 <sup>rd</sup>	23%	20%	18%	16%	14%	14%	13%	13%	11%	11%	11%
4 <sup>th</sup>	17%	18%	15%	12%	12%	11%	11%	11%	10%	10%	10%
5 <sup>th</sup>		15%	12%	11%	10%	9%	9%	9%	9.5%	8.5%	8%
6 <sup>th</sup>			10%	10%	9%	8%	8%	8%	8.5%	7.5%	7%
7 <sup>th</sup>				9%	8%	7%	7%	7%	7.5%	6.5%	6.5%
8 <sup>th</sup>					7%	6%	6%	6%	6.5%	6%	6%
9 <sup>th</sup>						5%	5%	5%	5.5%	5.5%	5.5%
10 <sup>th</sup>							4%	4%	5%	5%	5%
11 <sup>th</sup>								3%	4%	4.5%	4.5%
12 <sup>th</sup>									3.5%	4%	4%
13 <sup>th</sup>										3.5%	3.5%
14 <sup>th</sup>											3%

ALL PERCENTAGES ADD UP TO 100%