

The Players' League
"Registered in the U.S. Patent and Trademark Office"

Bylaws BCA 8-ball - May 5th, 2014

Index

Section	Page
Mission Statement	2
League Administration	2
Board of Advisors	2
Commissioner Empowerment	2
Committees	2
1.0 Code of Conduct	3
2.0 Participating Site information	4
3.0 Registering a team for play	5
4.0 Division sanctioning with the BCA	6
5.0 League match procedure	7
6.0 Rescheduling of matches	11
7.0 Prizes and eligibility	13
8.0 Team play-off eligibility	13
9.0 Tournament site selection	16
10.0 Captain's responsibilities	17
11.0 Youth player policy	19
12.0 Keeping Statistics	20

Mission Statement

The Players' League was created to promote the long-term image of the sport. The design of The Players' League is to benefit the industry, which supports the pocket billiard community, the players by providing an equitable and competitive system in which their skill development can be enhanced, and youth by instilling qualities of proper etiquette and good sportsmanship.

League Administration

Chuck Farinella	President/Commissioner
Carol Farinella	Business Manager

Board meetings are held during the week following the season finals and are utilized to discuss issues that have been brought to the attention of the board by players from the league.

Board of Advisors

Rob Bogel
Chuck Farinella
Mike Hornick
Ralph Howard
James Jones
Paul Mottey Jr.
Jeff Spencer
Tom Wypychowski

Commissioner Empowerment

In situations where immediate decisions need to be made the Commissioner will be empowered to make such decisions without advisement from the Board of Advisors. This is done as a means to supersede the by-laws not as a means to circumvent the by-laws. The Commissioner is to make these decisions to the best of his/her ability and this is not to be the final word on the matter. As such time becomes available for the Commissioner to consult with the Board of Advisors they will determine if further or different measures need to be put into action.

Board Sub Committees

The board will form sub-committees to draw on the various league talents and experience. These committees can be of a standing or short term nature depending on the task at hand.

Web Site Committee

Bill Sucevic (Web Site Back End)
Chuck Farinella (Updating Facebook)
Bill Puccio (9-ball Web Site Updating)
David May-LeagueSys (8-ball Web maintenance)

Special Advisor

George Batyko
John Mosier

1.0 Code of Conduct

1.1 Conduct - Players shall conduct themselves in a manner that represents the best interest of the pocket billiard community, fellow participants of The Players' League, and promotes the pocket billiard sport. The Players' League strives to be associated with the etiquette that is customary with serious competitive play.

1.2 Dress Codes - Each player should respect any dress codes enforced by participating sites in which the match or tournament will be played. In general, the participant should be neat and clean, no torn, tattered, dirty, or over revealing clothes will be allowed for any match play or tournament conducted by The Players' League. In the event that a player shows up for a match with unacceptable attire, the player will not be permitted to play until the player changes clothes. The Owner / Manager of establishment will make the determination and will advise the player thru the team captain.

1.3 Hand Shakes - During match play, it is expected that each player should shake their opponent's hand after completion of their assigned games of play. For simplicity, the player leaving the table should initiate the handshake. Congratulations are given at the conclusion of the match.

1.4 Distraction - Players not involved in the current game should minimize distracting activities (Loud talking, unnecessary movement, etc.). Any situation where distraction occurs should be brought to the attention of the captains to resolve.

1.5 Foul Language - Competition can be intense at times, and it is often easy to lose your head. Players should refrain from using any foul language when participating. The first reported occurrence will result in a warning from the league; the second occurrence will result in a single match suspension.

1.6 Equipment Damage - Any player who damages equipment or endangers players or spectators around them by their action will be immediately suspended from the league. The length of the suspension will be determined by the Board of Advisors and begin after damages are restored. Upon fulfilling the suspension the player will need to issue a written request to The Players' League Board of Advisors for reinstatement of player privileges.

1.7 Theft - Any player who steals items from players, spectators or the locations they participate in by the action will be immediately and indefinitely suspended from the league. The player can issue a written request to The Players' League Board of Advisors not earlier than 1 year after the date of the suspension for reinstatement of player privileges.

1.8 Fighting - Absolutely no fighting is permitted. All involved will be suspended from league play immediately and indefinitely. The players involved will need to issue a written request to The Players' League Board of Advisors for reinstatement of player privileges.

1.9 Impersonating Players - Impersonation of players during matches is strictly forbidden and will be dealt with by the board of advisors on a case-by-case basis. Penalties may include forfeiture of individual prizes, match forfeiture and loss of playoff eligibility.

1.10 Suspension Determination Process - For situations requiring potential suspensions, the league will make the necessary phone calls or conduct face to face interviews as required, prepare a report and forward to the board of advisors with a history of similar cases from an organized library, receive the board member's comments within one weeks time, pass down the suspension in terms of matches, and coordinate the serving of the suspension.

1.11 Role Models - We must remember that our actions will always be viewed and judged by others. Others also include the youth players who participate in The Players' League and whether we realize it or not, we all will play a role in their development as young adults as well as players.

2.0 Participating site information

2.1 Definition - Sites can be any location that provides a pocket billiard table for Players' League match play. There must be ample clearance around the table such that the match outcome will not be affected. The atmosphere should provide a setting in which competitive serious play can occur. The Board of advisors will approve all locations.

2.2 Number of Teams - The combination of schedules does not guarantee that multiple teams at a particular location will always be opposite of one another. A good rule of thumb is that the participating site has one (1) table per team.

2.3 Scheduling Criteria - The Players' League will attempt to accommodate the special needs of the participating sites with respect to site logistics, minimizing travel, and player age restrictions.

2.4 Dangerous Location - When any situation arises that presents a danger to participants in the Players' League or their property, that sites eligibility shall be evaluated by the Board of Advisors on a case by case basis to determine that sites continued participation/eligibility. If the endangering situation occurs during the current season then the host team will have the option of relocating their team or playing the remaining matches on the road. The endangered site will lose its green fees for the affected schedule.

3.0 Registering a team for play

3.1 Team Registration - All roster players must be in good financial standing with the player's league. Any new player to the league should pay their dues in advance prior to their participation in the league. The Players' League reserves the right to not schedule a team that does not comply with this policy. Teams must have a minimum of five (5) players on the roster for the team to be scheduled. No team roster should exceed ten (10) active players at any time during the season.

3.2 Dues Payment - Team captains coordinate the payment of their player's dues with the league. There are two separate rates, one for a part time player (3 matches / 15 games or less) and one for full current season player. Player's dues can be paid electronically by the online store at www.ThePlayersLeague.com web site, by check or cash individually or through the team captain. Balance of player dues are to be paid to the league by the end of the season to earn the league discount. Player's paying after the seasons end will be charged a \$10 late fee. The Players' League reserves the right to deny future participation to any team or player who has not paid their dues.

3.3 Roster Addition / Dropping - After the start of the season team captains may request to add players to their roster. The new player can be added at any time. The new player cannot participate until their player ranking has been assigned by the league.

A team can drop a player from their roster within the first three weeks of the season providing the player has not played any

games. In this situation, the player is dropped and no dues are required.

A team can keep a player on their roster as an substitute the entire season. If they do not play, then no dues are owed.

If a substitute does play for a team during the season, then the player can be used in the post season as long as their player rating has been established (Sixteen 16 career games played).

If post season participation pushes the substitute to full time status, then full dues are owed.

Using a substitute is a team cost.

3.4 Scheduling - The number of teams registered for play will determine the league structure. This will determine the number and size of Billiard room and Cafe & Lounge divisions. The Players' League desires to accommodate all eligible registered teams. We will use any combination of Four (4), six (6), seven (7) and Eight (8) team schedule keys. If the number of teams at registration forces a Five (5) team division out of Six (6), then the season will start as advertised with the extra team added later if possible. If no team can be found then the season for these divisions will be based on an eight (8) Match season.

3.5 Day / Division Preference - If a team has a preference to participate on a specific day, then they should indicate this on their roster turned in to league office prior to start of the season. The Players' League will attempt to accommodate the preference. Number of teams, number and size of divisions, and player age limitations will dictate what is possible.

3.6 Billiard Room Division - Division where players of all ages can be scheduled. Teams with Minors and/or youth players are usually scheduled in the billiard room conferences.

3.7 Café & Lounge Division - Teams must have enough legal age players to schedule the team. The Players' League will not schedule a team for play in a Café & Lounge division if any of its players cannot qualify for the playoffs due to their age limitations. Absolutely no minors are permitted in locations where the state law prohibits them. In the event that the minor is not able to have their legal guardian present they will be credited One (1) match and the required minimum scheduled games toward their play-off eligibility.

3.8 Geographic Considerations - Geographically undesirable teams are those that are in excess of 60 minutes travel away. If the visiting team is not capable of having their team present by half hour before the scheduled match start time then the match can not be delayed by more than one half hour.

4.0 Division Sanctioning with the BCA

4.1 BCA Sanction Year - The player sanction has a yearly calendar from June 1st through May 31st of the following year.

4.2 BCA Individual Events - The BCA has scheduled events throughout the calendar year that sanctioned league members can participate in once they are sanctioned. Visit www.playbca.com for more information.

4.3 Division Sanctioning - Divisions are sanctioned and the players pay their BCA sanction fee. The player sanction has a yearly calendar from June 1st through May 31st of the following year.

4.4 BCA National 8-ball Championships - Players meeting the following criteria will be eligible to participate in the BCA 8-ball Championships.

4.4.1 Must play a minimum of eight (8) full matches in the same season within the year of sanctioning.

4.4.2 Must satisfy the Professional Player Definition guideline provided by the BCA. At the BCA North American Championships players are classified as open, advanced, masters and grand master. You need to view the List at www.playbca.com when creating your team. There are limitations to the number of advanced players, permitted on an open division team. No masters or grand master players can play on Men's open / Mixed division teams.

4.4.3 For BCA North American Amateur 8-ball Championships, each team must consist of a nucleus of two (2) players from their Players' League team with the remaining players coming from any of the sanctioned seasons within the sanctioning year of The Players' League. The two original players will play every round of every match at the National tournament. (Contact BCA operator for current requirements)

5.0 League Match Procedure

5.1 Match Start Time - Games begin to be played at 7:00PM on Wednesday nights for 8-ball. Hopped over scheduled games can be played upon players arrival to the match. Start time can be adjusted earlier or later if both captains agree. Site owner designates the match table. All matches should be played in a continuous fashion on one table.

In the event that a visiting team does not show up in time for the start of the match the home team captain should call the

commissioner to report. If the visiting team does not arrive within 30 minutes from the start time, then the match is considered to be a forfeit. See Section 5.6 for commissioner contact information.

5.2 Cue-Ball Preference - Whatever is available at the participating location. If possible cue balls can be switched for personal cue balls as long as both teams are in agreement. Red circle cue balls or equal is the league preference.

5.3 Practice Time - No Practice time is given on the match table after the match start time. If the site owner wants to provide a practice table, it must be available for both teams. A practice table is not required but is sometimes provided as a courtesy of the site owner. Players may rent other tables at any time for practice.

The home team captain should assure that the visiting team gets to warm up on the match table for not more than one (1) half hour prior to the scheduled match start time. If a team comes late their practice time may not be allocated.

5.4 Standings for participating sites - Standings for upcoming matches are available each week to participating sites on-line. Locations can retrieve their own 8-ball standings and other statistics @ www.leaguesys.net/tpl/.com each week on the day of the match.

5.5 Standings for teams and players - Captains / players can retrieve their own 8-ball standings and other statistics @ www.leaguesys.net/tpl/.com each week on the day of the match.

5.6 Contacting the Commissioner - if you are unclear or information is missing, then the commissioner can be contacted @ (412) 215-3130.

5.7 Player Game Requirement - Each player can play up to five (5) games in a match but not more than one (1) games in a given round. Players must not play another player from the other team more than once.

5.8 Scheduling Games and substitutions - To begin a match any roster player can be scheduled. For the start of each following round roster players must be present to be scheduled.

A captain must notify the opposing team captain each time a substitution is made. A substitution can be made at the beginning of the second, third, fourth, or fifth rounds.

Substitutions of original first round players are permitted for each following round. Original first round players can re-enter the match for their substitute as long as they are returned to

their original position in the line-up. Substitutes removed from the match can not be returned to the match later in this same position.

Substitutions should be made such that players get the opportunity to play different opponents. When you're the home team substitutions should be made in a round to round flow from top to bottom of your original line-up. If you are the visiting team, then substitutions should be made in a round to round flow from bottom to top of your original line-up.

5.9 Line-up Exchange - Each captain makes up their opening round line-up then exchange the information with the opposing team. Games are played one at a time, and five games for each round. The home team will break all games in the first and third rounds while the visiting team will break all games in the second and fourth rounds. For the fifth round of the match the home team will break games one, three, and five while the visiting team will break games two and four.

5.10 Scoring - The BCA system for scorekeeping and handicapping is probably the easiest to use and to understand of all systems. Each individual develops an average throughout the season, but the total team averages and team points are used to determine the success of the team. Each player plays a different player on the opposing team each round, according to the score sheet directions. Please see sample score sheet at end of the bylaws.

5.10.1 Scoring without handicapping - In scoring, each player receives one point for each of his/her group of balls (solids or stripes) legally pocketed, plus three points for legally pocketing the 8-ball. Thus, a win is always worth ten points to a player, while a loss can never be worth more than seven points to the opponent. Remember, if a player prematurely pockets the 8-ball or scratches a stroke while pocketing the 8-ball, the opponent receives ten points automatically. The losing player receives one point for each ball in his or her group pocketed during the game.

Once all five rounds are completed, the number of games won (Where a player received 10 points) for each team is determined. The team that wins the most games will win the match.

The points accrued by each player will be kept for future tournament, match play where handicapping may be needed. Examples would be post season tournaments or special events where determination of national tournament funds are needed.

5.10.2 Scoring with handicapping - Players averages will be estimated for the start of each season using information available from the person's league and tournament history. These averages assigned to them are written into the "Avg."

column by each player's name. To determine the handicap one team receives from the other, total the averages of each competing member on a team for each round and subtract the difference from the opposing team total. This will determine the handicap for each round of play. After each round of play the captains will total scores for their team and enter the points in the "Total" row for each round. The "Total" round points and "Handicap" (if applicable), will then be added and entered in the "Total Inc. Handicap" row. After all five rounds are completed, then the "Total Inc. Handicap" row is added across. The team with the most points will win the match. If the match results in a tie, then the team that wins the most games will win the match.

5.11 Scoring Anomalies - Players are scored on the BCAPL 8-Ball Scoring System by examining the table at the end of the game. It matters not how balls were pocketed nor by which player during the game. The winning player is credited with 10 points, and the losing player is credited point wise with the number of balls of that player's group no longer on the table at the end of the game. However, in some situations, a game ends before groups of balls have been determined. Examples of such game situations and their rulings are:

5.11.1 Shooter approaches the table with an "Open Table." The shooter calls a ball, pockets the ball, but unintentionally pockets the 8-ball as well - thus losing the game. The opponent is credited with 10 points for the win and the shooter receives 1 point due to the ball no longer being on the table (and assuming no other solids were pocketed while the table was "open.")

5.11.2 Shooter approaches the table with an "Open Table." The shooter calls the 3-ball. The shooter misses the 3-ball, but pockets the 11-ball and the 8-ball instead - thus losing the game. The opponent is credited with 10 points for the win and the shooter receives 0 points, assuming all the solids still remain on the table. While groups of balls had yet to be determined, the scoring must reflect that the shooter desired to be solids. In lieu of no groups being determined, proper scoring is resolved by the shooter's intention.

5.11.3 Shooter approaches the table with an "Open Table." Two solids were made on the break by the shooter at the table. The shooter calls a safety. The shooter contacts the 3-ball first, but the 8-ball is inadvertently pocketed in the further course of the shot - thus losing the game. The opponent is credited with 10 points for the win and the shooter receives 2 points, assuming the five solid balls still remain on the table. While groups of balls had yet to be determined, the scoring must reflect the pocketing of the balls caused by the losing player.

5.11.4 Shooter approaches the table with an "Open Table." Two solids were made on the break by the opponent. The shooter calls a safety. The shooter contacts the 3-ball first, but the 8-ball is inadvertently pocketed in the further course of the shot - thus losing the game. The opponent is credited with 10 points for the win and the shooter receives 0 points, assuming the five solid balls still remain on the table. While groups of balls had yet to be determined, the scoring must reflect the pocketing of the balls caused by the winning player. In these and other situations, the losing player receives credit for either balls he was responsible for pocketing or balls he intended to pocket.

5.12 Forfeits - If a team reports that only four players will be playing their match, then place their names on the top four lines on their side of the score sheet. Record the total handicaps as the total "Team Avg.", and record only the total of the first four individuals on the opposing team as that team's total "Team Avg.". Whenever a player faces the forfeited opponent, he receives a score of "10" in his slot, while an "F" is placed in the corresponding slot of the forfeited player. No average is to be updated for the forfeited player in the next week's statistics.

5.13 Playing out - It is permissible for a player to play-out all of their games if they need to leave earlier. This should be coordinated between both captains.

5.14 Green Fees - Locations that provide a drop pocket style table with no ball return may require green fees. Green fees are collected by the home team captain and given to the host site. If the table is coin operated, then change becomes the green fees. Whether the host location opens up the table is their prerogative.

6.0 Rescheduling of matches

6.1 Short-Handed Rescheduling - Phone numbers of team captains will be kept by The Players' League. If you need to reschedule a match, then you must call in to the league office to get the opposing captains phone number. Anytime a team knows it will be short handed and can notify the opposing team captain 24 hours in advance, then the match can be rescheduled at the opposing teams convenience. (See 6.3 Rescheduling process)

6.2 Geographical Rescheduling - Matches can be rescheduled due to geographical undesirable conditions where home team is more than 60 minutes travel away from the visiting team. Notification must come from the visiting team captain 24 hours in advance and the match can be rescheduled at the opposing team's convenience.

If the match is not scheduled prior to the season's end then the visiting team will be charged with a forfeit. (See 6.3 Rescheduling process)

6.3 Rescheduling Process - After learning the availability of the host site, the opposing team captain will select two (2) possible make-up dates for the rescheduling captain to choose from. These dates will be phoned into the league office by the opposing team captain. Make-up dates will be forwarded to the rescheduling captain. The rescheduling captain will choose one of the dates and notify the league office. The league office will notify the opposing team captain and schedule the match. If match is not scheduled prior to season's end, then the team requesting the rescheduling will be charged with a forfeit.

6.4 Rescheduling Limit - No team can have more than one (1) rescheduled match at any time during the current season. In the event this occurs, each additional rescheduling is an automatic forfeit. Assigned rescheduling by the league or bad weather rescheduling does not apply toward a team's number of rescheduled matches.

6.5 Forfeited Matches - When a match is forfeited the forfeiting team will be responsible for both teams green fees. The Players' League will credit the host site future team sponsorship and collect the green fees from the forfeiting team.

6.6 Bad Weather Rescheduling - Matches can be rescheduled at any time by the captains or commissioner due to severe weather conditions. If either team captain initiates the postponement, then that captain should notify the league commissioner by leaving a voice message at (412) 215-3130. The rescheduling in this case is done at both teams' convenience. If match is not scheduled prior to season's end, then both teams will be charged with a forfeit. (See 6.8 Mutual Rescheduling Processes)

6.7 Assigned Rescheduling - The league can assign rescheduled matches. This occurs when team(s) are added to the schedule after the start of the season or a scheduled match falls on a holiday. Matches can be made up at both teams convenience prior to season's end. If match is not scheduled prior to season's end, then both teams will be charged with a forfeit. (See 6.8 Mutual Rescheduling Processes)

6.8 Mutual Rescheduling Process - The Players' League will learn the availability of the host site. Both captains will forward to the league office two (2) possible days when their teams can make-up the match. The league will notify both captains of common days and coordinate the rescheduling process. The league office will confirm the make-up date to both captains and schedule the match.

7.0 Prizes and Eligibility

7.1 IRS Report Limit - If player's earnings in a calendar year exceed the limit set by the Internal Revenue Service, then The Players' League will be obligated to report the earnings.

7.2 Individual Prizes - The individual season prizes are given out for season performance. The MVP prize is awarded in the post season. Each conference will have a set of individual prizes available for its players. There is also a set of individual season prizes dedicated for women only and are awarded on a league basis.

7.2.1 Best Winning Percentage - Player must play at least a minimum 16 games for current season. Player is not penalized due to opponent's forfeiture. Under these circumstances the player will get credit up to their games per match average.

7.2.2 Most Perfect Nights - The player who records the most perfect nights (5 wins and Zero losses) during the season becomes eligible for this prize. Forfeits do not help you have a perfect night.

7.2.3 Total Run's - Runs from the players opening break or Runs from the opponents opening break. Minimum number of games played is the tiebreaker. Player must play at least a minimum 16 games for current season. Stat should be marked on the score sheet next to the game where it occurred.

7.2.4 8-Balls - Most 8-balls made on the break without scratching. Minimum number of games played is the tiebreaker. Player must play at least a minimum 16 games for current season. Stat should be marked on the score sheet next to the game where it occurred.

7.2.5 Playoff MVP - This prize will be awarded to the individual who has the best playoff performance. The playoff MVP is determined by taking the individual player's playoff winning percentage, subtract the individual player's season winning percentage and multiplying the remainder by the number of games the player has played in the playoff. All players who start the season will have the same opportunity to win this prize; however, they must be on a team, which has advanced to the final weekend of the playoffs to be evaluated.

7.3 Team Prizes - Prizes are available for all teams that qualify for the post season playoffs. Teams that win their division will earn additional prize money.

8.0 Team Playoff Eligibility

8.1 Playoff Format - The Playoffs are a single elimination numerical equivalent seeded format for each participating region. Regions are determined based on a full division of teams playing within a given county. When multiple regions exist, then final tournament play-off berths are allocated in accordance to region size. Please see regional Play-off Example at end of bylaws.

8.2 Number of Playoff Teams - A maximum of Eight (8) teams make the playoffs. Sixty (60%) percent of the total number of teams within the league earn prize money. Please see regional Play-off Example, Step 2, at end of bylaws.

8.3 Number of playoff teams per region - The total number of teams from the region divided by the total number of teams in the league multiplied by the number of playoff teams. Please see regional Play-off Example, Step 3, at end of bylaws.

8.4 Number of final berths - The total number of teams within the region divided by the total number of league teams multiplied by the number of available berths. Please see regional Play-off Example, Step 4, at end of bylaws.

8.5 Finals Tournament - Not more than Eight (8) teams can participate. Contact the league office for the date. Once the play-off berths for the finals are determined, then the advancing teams will be seeded in accordance with the qualification criteria as given in section 8.11.

8.6 Regional Locations - Matches are held during the week following the regular season and preceding the finals weekend. The higher seed gets home field advantage. In the event that teams that play their regular season matches on different nights draw each other in the playoffs, then the teams can discuss a mutual time during the week to play their match. If no agreement can be reached, then the default night for the match to be played will be the time slot that most teams from the current season participate. Match start time is the same as a regular season match.

8.7 Regional Location Exceptions - In the event that the visiting team has underage players which can not participate in a location due to state or location enforced age restrictions, then the league will set up a regional location on a rotating basis for these matches to be played. Regional tournaments will be filled with top seeds playing as close to home as possible.

State / location age restrictions and player(s) special needs are taken into account.

8.8 Qualification Process - Divisional standings are determined first and by the criteria given in section 8.9. When qualifying a team for the playoffs, only the highest finishing team in a particular division can be compared then selected. Division champions must be selected before any wild card team.

In determining playoff spots when teams are tied, it is always done on the highest common criteria. For example, when tied teams in separate divisions that have not played one another. In this situation, (Reference section 8.9) the tie that was determined at level 1 would be evaluated at level 4. Levels 2 and 3 would be passed since all tied teams did not play one another.

After qualifying a team, the tied teams left will then be considered for the next spot. If teams are from separate divisions we would repeat the evaluation as described previously, otherwise the teams are all from the same division, which means all levels, would be considered in the evaluation, qualifying one team at a time.

8.9 Qualification Criteria - Top teams from each division qualify as determined by the following criteria:

- 8.9.1 Overall team match record during season.
- 8.9.2 Overall team game record (Non-handicapped) / Team Point Average (Handicapped) during season.
- 8.9.3 Match record between tied teams.
- 8.9.4 Game record (Non-Handicapped) / Points (Handicapped) between tied teams.
- 8.9.5 Single match playoff between tied teams.

8.10 Playoff Team Eligibility - Criteria for player and team playoff eligibility:

- 8.10.1 Top performing team as designated by The Players' League season structure. (See Section 8.2)
- 8.10.2 100% of team sponsor fee received by season end.
- 8.10.3 100% of team dues received by season end.
- 8.10.4 Each qualifying player must participate in 16 games for the current season.

8.10.5 100% of team BCA sanction fees received by season end.

8.11 Play-in Match Format - This policy acts as a deterrent for team(s) to comply with Section 8.9.3 by the end of the regular season. Any team who does not have 100% of their dues paid by the season's end will be assigned a play-in match by the league. Play-in match opponents are identified by the qualifying process as outlined in Section 8.9. These teams were next in line to qualify for the play-offs and are in good financial standing with the league. No team prize money is available for the losers of play-in match round and the winners will play themselves into the tournament.

8.12 Playoff Green Fees - Each playoff team is responsible for green fees payable to each host location. Only participating playoff team players are responsible for green fees. Fees for play-off location matches are the same as regular season matches.

9.0 Tournament Site Selection

9.1 Tournament site definition - Each location will be determined by the teams with the higher seed within that particular region based on the regular season performance. If multiple teams from a common location make the play-offs, then matches may need to be played on different nights with the higher of the seeds getting the first preference.

9.2 Regions - Current and potential participating sites were grouped and accepted in geographic regions. The number in parenthesis is the site member number by which events rotate. An "R" designates the sites ability to host a regional tournament. An "F" designates the sites ability to host a Final tournament.

9.2.1 Northeast Region

Alberts Lounge, Dormont
Breakers Billiard Room, Dormont (5) R F
Fox n' Hounds, North Hills (23) R
Slicks, Pittsburgh

9.2.2 Southwest Region

Baltimore House, Pleasant Hills (22)
E & E Club, South Park (33) R
Loose Moose, Baldwin (17)
South Hills Golden Cue, Bridgeville (3) R F
Steel City Billiards, Brentwood (1) R F

9.2.3 Northwest Region

Belgium Club, McDonald
Bronze Eagle, Monaca **(32)R**
Bronzewood Lounge, Robinson Township **(19)**
Durans Restaurant, Carnegie
Foxxhole, McDonald
Michaels, McDonald
Pitt Hotel, McDonald
Rochester Cue & Cushion, Rochester **(7) R F**

9.2.4 Southeast Region

Dave & Buster's, Homestead **(34) R F**
Dees Café **(18) R**
Pinky's Rack n Cue, Turtle Creek **(10) F**
Rock Bottom, Homestead

9.3 Final Site Selection - Once the number of teams advancing to the play-offs creates a single elimination tournament that can not be completed within the available time frame between the end of the regular season and the scheduled finals date, then there will become a need to establish a finals site. Assigned Member numbers is how Finals tournament is rotated among participating finals designated locations.

9.4 Regional Site Selection - Based on the number of play-off teams requiring a neutral regional location will determine the number of regional locations. If the location is already a Finals site then it will be passed as a regional location. Member number rotates Regional tournaments among participating regional designated locations.

9.5 Final / Regional (Neutral) Site Determination - The Finals tournaments are held on Sundays. The Regional (Neutral) are scheduled and announced as needed. Requirements to become a host of a tournament are as follows:

9.5.1 The site must be in sponsorship of at least one team during the current season.

9.5.2 The site must have the necessary tables, all with the same consistency in playing surfaces to satisfy team tournament logistics.

9.5.3 The room must be picked up and the tables swept or the room will forfeit its turn to host the event.

9.5.4 If the proprietor fails to provide tables in a suitable condition for the event, then the room may forfeit its turn to host the event.

10.0 Captain's Responsibilities and Information

10.1 Captain Checklist - Below is a checklist of the captain's responsibilities the night of the match.

10.1.1 Indicate the date the match is played on the score sheet.

10.1.2 If the match is a make up, then indicate on the score sheet.

10.1.3 Indicate wins by counting individual games / points (See score sheet example).

10.1.4 Mark any statistics using designations as shown in Section 12 of these bylaws.

10.1.5 Summarize match statistics and determine match winner.

10.1.6 Crosscheck score and statistics with other team captain and have them initial your score sheet.

10.1.7 Coordinate the payment of player dues and BCA sanction fees.

10.1.8 Collect weekly green fees and give to host site (If playing on a coin operated table the required change becomes the green fees).

10.1.9 Sign your score sheet.

10.1.10 Leave your name and phone number with The Players' League office.

10.2 Player Dues - Are coordinated with the league or collected and sent into the league. Refer to section 3.2 Dues Payment for methods of payment. Some captains like to pay the players dues ahead and this is a welcome practice.

10.3 Green Fees - Paid weekly to the host site if applicable.

10.4 BCA Sanction Fees - Are due at the beginning of the season along with team roster.

10.5 Team Dues - Team dues can be paid on-line by visiting www.ThePlayersLeague.com through the league store. If electronic payment by your team is not possible, then all checks are made payable to The Players' League.

10.6 Score Sheets - Score sheets can be scanned and emailed, faxed or mailed to the league office. If mailed, then score sheets need to be mailed by the day after your match. The Players' League will process information then make the results available for the following weeks play.

10.7 League Address - Chuck Farinella
C/o The Players' League
975 Crest Lane
Carnegie, Pa 15106

10.8 Photograph Score Sheets - Captains can take a photo of their score sheets and send a picture message to The Players' League phone number (412) 215-3130.

10.9 League e-mail address - Captains can scan and send in score sheets as well. The league e-mail address is theplayersleague@verizon.net.

10.10 League 8-ball Web Site - www.leaguesys.net/tpl/ . The web site is developed and maintained by League Systems of the BCA. The Players League pays a seasonal fee for the use of this web site.

10.11 General Communication - The Players' League facebook page <https://www.facebook.com/ThePlayersLeague> will be used as the primary point of communication and the pool forum located at www.ThePlayersLeague.com for secondary communication with teams during the course of the season as needed. Communication can include registration, roster coordination; team dues balance updates, play-off information, and web site updates. Each team needs to designate a representative to receive and disseminate the information to the rest of the team.

11.0 Youth Player Policy

11.1 Youth Player Registration - A youth player is defined as a person under the age of 18 with parental consent and in good academic standing. First time youth players must have a parental consent form signed by their parent and returned to The Players' League prior to the youth player participating. Captains with first time youth players must submit name and phone number to league office prior to start of season so that youth policy can be presented to parents.

11.2 Roster Adult / Youth relationship - There should be One (1) adult for every youth player on a given roster. If this condition is met then parental supervision at matches is welcome, but not necessary. The youth player(s) conduct is the responsibility of the adult roster players. In situations where

teams are comprised of more youth players than adult players, then parental supervision of matches will be required.

11.3 Parent Supervision - As a condition of participation by the youth player, The Players' League asks for parents to coordinate and arrange supervision at all youth player matches. This supervision includes the youth players' transportation to the match, their behavior during the match, and their transportation back from the match. The opposing team will be made aware that a youth supervised team is in their conference and will be asked to acknowledge that supervision was present for the match. In the event a match is played without supervision, The Players' League may cancel further participation by the youth team.

11.4 Academic Standing - Continuing youth players must carry a minimum 2.50 QPA in their current school term while passing all classes. A copy of their transcript signed by their parents must be submitted to league with team roster prior to start of next season. If youth player is home schooled then written consent from parents should accompany team roster.

11.5 Curfew & Return - Captains are responsible for youth players being returned to home billiard room immediately following the conclusion of an away match. Captains with youth players must abide by any curfews or age restrictions established by the sites they play in.

11.6 Driver Under Influence - Individuals transporting youth players shall not be under the influence of any drugs or alcohol, which may impair their ability to operate their vehicle. Any violation of this will result in the indefinite suspension of the responsible player(s).

12.0 Keeping Statistics

12.1 Statistics - The Players' League has statistical information to be kept during matches and tournaments run by the league. See the example of a match score sheet included with the list of the statistics and designations commonly found on the score sheet with their appropriate definitions.

12.1.1 Run from the break (RO) - Runs all the balls from either their opening break or from the opponents opening break including pocketing the 8-ball. Stat to be noted on the score sheet where it occurred.

12.1.2 Eight on the break (8) - Player pockets the 8-ball on the break shot without fouling. This needs to be noted as "ON" on the score sheet where the stat has occurred.

12.1.3 Forfeit (F) - Designates that game is forfeited.