

North Shore Billiards Association

Rule Book & Players Manual



North Shore Billiards Association

Beverly, MA 01915

www.northshorebilliards.com

Revised 09/26/2022

Established in 1986



ESTABLISHED IN 1986.....	4
INTRODUCTION AND HISTORY	5
RULE BOOK REVISION DATES	6
NSBA PURPOSE - MISSION - OBJECTIVES - CORE VALUES	7
PURPOSE	7
MISSION	7
OBJECTIVES	7
CORE VALUES	7
NSBA JOHNNYMARCO CUP RECIPIENTS.....	8
NSBA RAY HOWELL CUP RECIPIENTS	9
AWARDS	10
HALL OF FAME	10
SPORTSMANSHIP AND CONDUCT	13
LEAGUE STRUCTURE	13
EXECUTIVE BOARD	14
SPONSORS AND EQUIPMENT	14
LEAGUE SEASON.....	15
TEAM ORGANIZATION AND FEES.....	15
CAPTAIN’S RESPONSIBILITIES	16
MATCH STARTING TIMES.....	17
MATCH SCORE SHEET	17
HANDICAP SYSTEM	18
HANDICAP FORMULA	19
FORFEITS.....	19
QUALIFYING FOR PLAYOFFS.....	19
END OF SEASON TIE BREAKER	19
FOOTNOTE:	20
ROSTER CHANGES.....	20
GAME RULES	20
THE BREAK.....	20
SPOTTING BALLS.....	21
MARKING/MEASURING THE TABLE.....	22
OPEN TABLE	22
LEGAL SHOT	22
INQUIRING ABOUT A SHOT	22
WHEN SHOOTING THE 8 BALL	23
ALTERING THE COURSE OF THE 8 BALL	23
NOISE/DISTRACTIONS	23
SAFETY SHOT	24
STALEMATED GAME.....	24
SHOOTING A JUMP SHOT	24

BALLS MOVING SPONTANEOUSLY	25
FIVE SECOND RULING	25
CALLING A FOUL	25
TOUCHING BALLS	25
LOSS OF GAME	25
COACHING	26
TIME LIMITS	26
STOPPING OF PLAY	27
INTERFERENCE.....	27
FOULS.....	27
UNSPORTSMANLIKE CONDUCT	13
PROTESTS	28
FINES AND INFRACTIONS.....	29
PLAYOFFS	30

Northshore Billiards Association



Established in 1986

Introduction and History

Welcome to the North Shore Billiards Association (NSBA). The NSBA is an organization dedicated to the sport of pocket billiards. Established in 1986, the NSBA is a unique forum for team 8-ball competition. It is a league whose purpose is to provide the opportunity for men and women of varying abilities to compete in the game of 8-ball. Governed by an elected Executive Board of Directors, the NSBA continuously works to expand its membership. **See Purpose, Mission, Objectives and Core Values on page 7**

This is the official NSBA reference guide for league play. It is intended to familiarize each member with the structure, objectives and rules of play of the NSBA.

The NSBA began play in September of 1986. It was founded in Beverly, MA by a unique group of people who contributed years of time and effort to create the organization we now enjoy. The NSBA owes its thanks in particular to Ray Howell, Tom Latorella, Steve Fiat and Jim Valentine as well as many others, who in the early years invested so much to ensure the success of the league.

The goal of the founders was to create an environment where people could compete in the game of eight ball in a friendly manner. Good sportsmanship and fair play were foremost in their thoughts.

With this goal in mind, they named the league's most coveted prize trophy after an individual who epitomized these ideals. That individual was Johnny Marco.

Johnny was not only a skilled pool player but he approached the game in the same way as the league's founders did. That is why every year the top teams in the NSBA compete for the "Johnny Marco Cup".

Johnny was one of the top pool players to come out of the North Shore. Some of his accomplishments were; 5 time New England Champion, 4 time Massachusetts Pool Champion and 2 time runner up World Pool Champion. During his career, he competed with the top players of his time, such as Willie Mosconi, Irving Crane, Jimmy Caras and Steve Mizerak. He also appeared on ABC's Wide World of Sports with Willie Mosconi.

But to the people who grew to know him, Johnny was more than just a skilled craftsman when he put his stick together. He was a true Ambassador for the billiard world to behold. Johnny always had time to remind other players that pool was indeed as worthwhile to undertake as bowling or golf. He would bring his message to all the pool halls in the North Shore at a time when this game did not have the good reputation that it enjoys today. Johnny always talked about pool leagues when there were none. He said many times, "pool is just as good a game as golf and bowling, there should be pool leagues just like there is bowling and golf leagues". Thanks goes out to the NSBA founders for naming the prize trophy after such a great man.

Rule Book Revision Dates

Date	Section	Description of Changes
09/07/1999	All	Annual Review with Changes
08/08/2000	All	Annual Review with Changes
08/07/2001	All	Annual Review with Changes
08/15/2002	All	Annual Review with Changes
07/31/2003	All	Annual Review with Changes
08/13/2005	All	Complete Review
07/20/2006	All	Complete Review
08/20/2008	All	Annual Review with Changes
08/31/2009	All	Annual Review with Changes
09/06/2010	All	Annual Review with Changes
08/31/2011	All	Annual Review with Changes
08/31/2013	All	Complete Review
08/31/2014	All	Annual Review with Changes
06/23/2015	All	Annual Review with Changes
08/16/2016	All	Annual Review with Changes
08/31/2017	All	Annual Review with Changes
08/31/2018	All	Annual Review with Changes
08/31/2019	All	Annual Review with Changes
09/25/2022	All	Annual Review with Changes

NSBA Purpose - Mission - Objectives - Core Values

Purpose

- The NSBA provides the opportunity for men and women of varying abilities to compete in the game of 8-ball at an equal level of play during the fall, winter and spring seasons

Mission

- The NSBA is a non-profit organization which also promotes organized pocket billiards for the communities on the North Shore of Boston and to advance the game of pocket billiards

Objectives

- To maintain good sportsmanship and conduct
- To continue developing its members and players in the art of pocket billiards through continuous play and the adherence to the Worlds Standardized Rules, NSBA modified

Core Values

- High regard for the NSBA rules
- Respect for the competition
- Follows the proper scoring procedures
- Respect for his/her time and conduct at the table
- Respect and value of ones teammates
- Respect for the equipment and the host club you're playing in

NSBA Johnny Marco Cup Recipients

<u>Year</u>	<u>Team</u>	<u>Year</u>	<u>Team</u>
1986-87	ICC	2006-07	Baybridge 2
1987-88	Lafayette I	2007-08	World Class
1988-89	Lafiesta	2008-09	World Class 2
1989-90	Lafayette	2009-10	Baystate
1990-91	Lafiesta 4	2010-11	ICC Sharks
1991-92	Mad Maggies	2011-12	World Class
1992-93	Beverly FAC II	2012-13	ICC Tornadoes
1993-94	ICC	2013-14	FAC I – World Class
1994-95	World Class 3	2014-15	Anchor Predators
1995-96	Lafayette	2015-16	Wasted Talent
1996-97	ICC	2016-17	ICC Tornadoes
1997-98	Beverly Elks II	2017-18	ICC Tornadoes
1998-99	ICC	2018-19	Rack & Roll
1999-00	Union Club II	2019-20	N/A
2000-01	Camerons	2020-21	N/A
2001-02	Beverly Elks II	2021-22	Anchor In Tudor We Trust
2002-03	ICC	2022-23	
2003-04	World Class	2023-24	
2004-05	Camerons	2024-25	
2005-06	Anchor Pub 3	2025-26	

NSBA Ray Howell Cup Recipients

As Johnny Marco rallied for a forum of league pool, one person answered the call and dedicated himself to making this idea a reality. Ray Howell, prior co-owner of The Press Box, assumed the daunting task of developing the NSBA. Over the course of many years as president of this league, his tireless efforts and endless contributions have culminated in the organization which we enjoy today. His sense of fair play and sportsmanship provided the structure and established the tenets which this league continues to support with great pride. He nurtured the NSBA while generously donating his resources of time and space as well as personal finances. He stepped down as president once he was convinced that the league was well on its way to success. He is truly an icon of the NSBA.

In appreciation of his foresight, hard work and sacrifices, the Ray Howell Cup has become a very special league award. Teams that do not qualify to vie for the Johnny Marco Cup have the opportunity to play for an equally esteemed award in the Ray Howell Cup.

<u>Year</u>	<u>Team</u>	<u>Year</u>	<u>Team</u>
2005-06	Union Club 1	2018-19	Franco Nightstalker
2006-07	Moosetracks	2019-20	N/A
2007-08	Moose Misfits	2020-21	N/A
2008-09	Celley's Pub	2021-22	Beverly Elks 2
2009-10	Camerons	2022-23	
2010-11	Mighty Moose	2023-24	
2011-12	Anchor Predators	2024-25	
2012-13	Moose Rackem	2025-26	
2013-14	Mighty Moose	2026-27	
2014-15	Beverly Elks Gentlemen	2027-28	
2015-16	Rocci Post	2028-29	
2016-17	Wakefield Elks	2029-30	
2017-18	St. Michaels	2030-31	

Awards

At the NSBA Annual Awards Banquet the following awards are typically presented:

- First and second place championship teams, Johnny Marco Cup
- First and second place championship teams, Ray Howell Cup
- Team finishing in first place overall (optional)
- Most Valuable Player of the league
- Johnny Marco Cup Most Valuable Player, (Playoffs)
- Ray Howell Cup Most Valuable Player, (Playoffs)
- Frank Trelegan Captain of the Year
- Harold Crowell Sportsman of the Year or Team Sportsmen of the Year
- Most Improved Male Player
- Most Improved Female Player
- Special Recognition
- Rookie of the Year
- Golden Cue

The Sportsman of the year award was renamed posthumously for Harold Crowell. Harold was an icon of the NSBA and was always available to others, whether it was a problem with a cue or a bit of constructive criticism or just a shoulder to lean on. He will forever be remembered for his generous nature and true sportsman's spirit.

Hall of Fame

The Hall of Fame award is a highly prestigious and special honor that is not an annual award but an award of merit. The recipient of this award has proven that he or she is deserving of being cited for outstanding performance or service in the history of the NSBA.

The following are the inductees into the NSBA Hall of Fame to date and have contributed to the success of the NSBA and will always hold a marked place in its history:

Gene E. Ouellette, Sr. - one who has demonstrated continuous outstanding ability in the game of pool; a recipient of many multiple annual awards; a true sportsman and a longtime member of the NSBA.

Bill Cram - outstanding ability in the game of pool; a recipient of multiple awards as well as the first MVP of the NSBA; holds the most Johnny Marco Cup championships to date.

Donna Cram - early Executive Board member; 17 year statistician; loyal and dedicated to the administration of the NSBA since 1987; also a recipient of multiple awards as well many special recognition awards for dedication and service to the NSBA and currently the only female recipient of the MVP award.

Ray Howell - the person without whom the NSBA would not exist. Please refer to short description of his contribution to the NSBA. Championship cup is now named in his honor.

Rich Lewis – this person devoted years of selfless, dedicated service as an Executive Board member and league President. He assumed responsibility for the NSBA many times over and he displayed tremendous diligence in maintaining league structure during tenuous times.

Don Stevens - one of the founders of NSBA. A man who loves the game of pocket billiards; He always demonstrates good sportsmanship and has a never ending enthusiasm for the game. He is a man who represents the true spirit of the game of pool.

Charlie Barnes – a man who has put long hours and a lot of effort contributing to the success of this organization; a true sportsman of the game; a long time board member and a tough competitor.

Keith Romanowski – a long time board member of the NSBA. A man whose dedication to this league that made it what it is today. A board member who always looked at the pros and cons of every single issue that came before the Board.

Louie Bourgeois – a member of the ICC team that won the first championship. Louie loved the game of pool and loved to display his skills for all to enjoy and learn.

Frank Trelegan – loved the game and all leagues he was involved with. His skills as one of the top players in the league was a compliment to the skills he had as a captain. One of his many accomplishments was being the winner of two NSBA cup championships with some of the highest handicaps.

Art Denault – known by many as a true gentleman. He is an ambassador to the game for his ability to bring sportsmanship and fierce competition even in his golden years.

George Copelas – he has always played the game fair, called fouls on himself, and gone against his team a couple of times on a call. If it is the bottom of the ninth, 2 outs, nobody on and down by one, this is the man you want up.

Frank Mercurio – a premier billiards player who's consistent outstanding play has been a trademark over the years. He is a recipient of multiple awards; Captain of the year, multiple MVP's; he holds the most Johnny Marco Cup championships, five (5) to date. He has been a member of the NSBA since 1987 and has recently served as President of the league.

Joe Amore – he has devoted 11 years participating on the board and held the position of President for 9 of those years. During his tenure, he instituted the Ray Howell Cup to give other players and teams the chance to compete and win a top prize. He has contributed in winning 4 Johnny Marco Cups and also has a Captain of the year to his credits. Always animated, he's always been a voice for doing what is right and has always stood by his convictions; in this category he has never wavered. To this day, he "continues" to support the league whenever or wherever is necessary.

Manny Cunha – he has served several years on the board. He has served as President and Vice President. Manny has been a member / player since the second year of the league (1987), He has always been a premier billiards player and competitor. He has contributed in winning three (3) Johnny Marco Cups and numerous other awards associated with billiards. He is constantly helping others to learn the game and is an absolute ambassador of the game and of the league.

Bob Berry – he has been a long time member of the NSBA. Bob has continuously been a council to the league on its structure and in keeping a historical database of all player statistics; this has proven to be a valuable asset to the league. Bob is a strong player and with his superb safety play makes him a fierce competitor. Although Bob's health has not been the best over the years, he would never let health issues stop him from finishing any matches; a reflection of his devotion to the game.

Andy Kuang - his history and capacity to share knowledge of pool / billiards are unmatched. Andy has always been viewed as a premier player and exhibits all the characteristics of a true gentleman and by example an ambassador of the league.

Dave Pendleton – he's been member with the NSBA for over 25 years. He served 4 years on the Board of Directors as Secretary. His common sense and voice of reason in advising the league or the board has made him a valuable asset. Dave has historically been a strong 3 to 4 handicap player and a true competitor in the league.

Tony Delisio – Tony has been a longtime member of the NSBA who has strived to make the league fair and fun for all. His love of the game goes beyond the leagues that he plays in both, in Massachusetts and Florida. He has captained his teams to several championships with some of the highest player handicaps in the league. His love for the game started when his Dad took him to play pool for the first time at the age of 13 and continues more than ever to this date.

Bill Lynch – To be updated

Marco Pirrotta – To be updated

Joe Boudreau – To be updated

Sportsmanship and Conduct

The main objective of the NSBA is to maintain good sportsmanship and conduct. The Executive Board must be promptly notified of all verbal and/or physical abuse of its members. If any verbal threats or physical contact occur before, during or after a match it is the wish of the NSBA that its members follow the advisement of the proprietor. The Executive Board may penalize the members and/or team in manners such as probation, suspensions and permanent termination of membership. This would include the use of social media in portraying the league, its members or the board in a negative way. The Executive Boards' decision will be final. Every member is a representative of the NSBA and is expected to conduct themselves as such. Every member of the NSBA should also possess a valid picture ID and carry it on their person when participating in league matches or functions

Unsportsmanlike Conduct

For the enjoyment of all, please observe the following rules of etiquette during league play. Each of these rules falls within the boundaries of gentlemanly and ladylike behavior. **Everyone** appreciates good sportsmanship from their opponents **and teammates**.

Good sportsmanship is essential in pocket billiards as in any sport. **Repeated** complaints against any member can lead to cancellation of his/her membership in the NSBA. In addition, members who disrupt the league by consistently arguing and disagreeing with league rules, rulings and policies may face loss of membership; these decisions will be made by the Executive Board. **(Refer to "Sportsmanship and Conduct" on Page 13)**

1. Verbal or physical abuse will not be tolerated. All members will conduct themselves as ladies and gentlemen or their membership may be suspended or canceled.
2. Good sportsmanship is important!! It is not sportsmanlike to aggravate an opponent by bothering the player during a match, by slow play or by any other method. **(Refer to "Noise/Distractions" on Page 23 with respect to the shooter)**
3. Slow playing is particularly aggravating and is not acceptable. Please observe the following guidelines designed to keep play moving along.
 - a) There is seldom any reason why teams cannot go ahead and select their next player before a match is over. The point is to move quickly from one match into the next.
 - b) If you are to play the next match, have your cue ready and be prepared to play as soon as the current match is over. When it is your turn to play, it is not the right time to go to the rest room, order another drink, make a phone call or get involved in some other activity - go to the table and start playing.
 - c) While playing, remain fairly near the table and be ready to shoot when it is your turn. Too many players continue to carry on conversations, light up another cigarette, order a drink or do something that slows the progress of the game.
 - d) Coaching periods should not cause a shot clock violation. Generally, relax while you are not involved in a match; but when it is your match, pay attention until the match is over.

The Executive Board has the right to disqualify any player from competition and the player forfeits the right to prize monies and/or any other awards from the NSBA for unsportsmanlike conduct or tactics detrimental to the NSBA.

League Structure

Executive Board

The Executive Board is comprised of five persons which includes; the President, Vice President, Secretary. The fifth board member shall serve as either Assistant Secretary or Assistant Treasurer. All of whom must be league members in good standing. No team may have more than one of its members on the Executive Board at any given time. The Executive Board members will be elected by the general membership and need not be a team captain. No more than two individuals with a financial interest in a sponsor will be permitted to serve on the Board. Exception - only those Board members that have become a sponsor after the date of election shall be permitted to complete their term of office.

The Executive Board is governed by the NSBA By-Laws. The Board also represents the NSBA's membership in coordinating the organizational and logistical functions and activities of the NSBA. This is to include governing and implementation of the NSBA rules and adherence to the By-Laws. A majority vote of the Executive Board is required to make, alter, amend or repeal any By- Laws of the NSBA, as well as protest hearing decisions, etc. The Executive Board shall have sole authority to enter into contracts and agreements in the name of the NSBA.

The term of office for the NSBA Executive Board shall be two (2) years staggered. Terms will commence the week following the annual banquet, which is signified as the beginning of the new season. Nominations for Executive Board Officers shall take place between November 1 and November 30 of each year. The actual election will be held no later than March 1. All elections shall be performed by secret ballot. Any member in good standing is eligible to run for the board.

Any league member wishing to run for the executive board MUST attend one (1) board meeting after accepting their nomination. This must be done before the elections or the nominee will be removed from the ballot.

Any league member winning a spot on the executive board MUST start attending meetings following the election.

The executive board will review and revise the rules where necessary. They will implement and enforce the rules and hear all protests. They shall have the capacity to inflict sanctions and penalties and to police the NSBA. They shall be made aware of all rules infringements as well as apprise the team captains and the general membership of any rule changes. They will avail themselves to instruct and interpret the rules of the NSBA and referee matches at the request of a team captain.

Sponsors and Equipment

It is the responsibility of each sponsor to have clean and reasonably maintained equipment. Lighting should be bright enough to light the surface of the table with minimum shadowing. It is the leagues request that the sponsor supply items such as; rack, bridge, hand chalk, house cue sticks, etc. It is the hope of the league that its members can enjoy fair competition without the adverse condition of the equipment being the determining factor on the outcome of a match. Sponsors will be required to sign a sponsor form.

League Season

The format of the league, as described below; is subject to change dependent upon the amount of teams that register at the beginning of any season. Throughout this manual, wherever there is a reference to "weeks" and/or "sessions", the preceding or following will apply.

The league season begins play on the first Sunday following Labor Day and usually runs between 28 to 36 weeks, depending on the number of teams for that season. There is typically a two week intermission for Christmas and New Year's, however certain calendar years may negate this holiday break. Similarly, there is no play on Super Bowl Sunday or Easter Sunday. Any suspension of play due to inclement weather conditions should be addressed to the Executive Board as they will handle situations on a case by case basis. Captains should check the website at **Error! Hyperlink reference not valid.** for information regarding league play after 1:00 P.M. on the day in question. If no information is posted on the website they are to contact the President and/or the Vice President of the NSBA.

During the season, there are anywhere from 5-7 sessions. Any year where there are less than 24 teams or an odd number of teams a "bye" week will be instituted. The Executive Board may change the schedule accordingly for a fewer/greater number of teams. At the end of each session, winning teams will be determined and receive prize monies usually paying for 1st and 2nd and 3rd place finishes. These are paid out at the end of the season at the annual banquet. All teams in the league will be divided into three or four divisions labeled as Red, Green, Blue and or White. Historically, the teams that finished in the final four of the Johnny Marco cup championship playoffs from the previous season begin the new season in the Red division. The final four finishers of the Ray Howell cup will begin the season no lower than the Green division. The Executive Board will review all teams for placement at the beginning of a new season. The remaining placement of teams into divisions will be determined at the beginning of the season by the Executive Board through a process of reviewing rosters and statistics.

At the end of a session the top two finishing teams of each division will move up to the next highest division with the exception of the Red division. The two lowest placing teams will move down to the next lowest division with the exception of the white division. All other will remain in their existing divisions. This is dependent upon the number of teams in the league in any given season.

Depending on the number of teams, at the end of the season a number of teams will be determined for competing in the Johnny Marco Cup bracket or the Ray Howell Cup bracket. All prize monies and awards for the season will be given at the annual awards banquet.

Team Organization and Fees

Every member of the NSBA should possess a valid picture ID and carry it on their person when participating in league matches and functions. A team consists of a minimum of five players and a maximum of seven. Each team will have a captain and co-captain. At registration, which is usually held in Mid-August, a team representative is required to submit all necessary documents and fees as follows:

- Roster of team with designated captain and co-captain and telephone numbers, etc., along with a non-refundable Membership Fee of \$20.00 per player (\$140.00) and a non-refundable Sponsor Fee of \$150.00.
- Completed bond agreement accompanied by refundable \$150.00 bond fee.
Teams must submit \$60.00 dues - Weekly

New players will begin at the Executive Board established handicap and play a minimum of five-times in order to establish a handicap trend. These five matches must be played within the first two sessions of the season. Any player that was a previous member of the NSBA will return at their previously established handicap. If there is no history of a previous handicap, that player will need to follow the new player requirements. Per the By-Laws of the NSBA, the Executive Board reserves the right to review and adjust any player's handicap at their discretion.

Captain's Responsibilities

Due to the importance of the responsibilities that a captain holds, the Executive Board will reserve the right to approve or disapprove the appointment of a captain or co-captain. The names of the captain and co-captain appear as the first two names on a team's roster on the weekly statistical paperwork, respectively. The name of the captain along with a valid telephone number will appear on the schedule which is published at the beginning of each session. The initial roster submitted to the league at registration must contain a valid telephone number and address for the captain, the co-captain and all players. If available, a valid email address is required for the captain, the co-captain and all players.

A mandatory orientation for captains will be held at the start of a new playing season. The purpose of which is to familiarize the captains with the rules and instruct them as to the proper way of filling out paperwork and score keeping as well as to review their duties and responsibilities as captains. The Executive Board will direct the annual mandatory orientation. On occasion, all captains may be required to attend an orientation session if major rules changes have been made. By conducting these meetings all members can be assured of understanding and knowing the rules as they are intended thereby leaving no rule subject to individual interpretation.

The following are the responsibility of the captain or their designee:

- a) Being in control of his/her team at all times during matches and ensuring that all rules concerning play as well as conduct and sportsmanship are observed.
- b) Submitting all fees and paperwork at registration and on a weekly basis.
 - a. Delivering weekly dues and score sheets at a designated drop off box no later than 8:00 p.m. on the Monday following the match. One match point will be deducted for late paperwork and or monies.
- c) Attending captain and league meetings and/or designating a team representative or co-captain.
- d) Having a copy of the RULE BOOK with them or at their respective establishment at all times.
 - a. Attending mandatory 'New Captain' orientation held by the Executive Board at the start of each playing season.
- e) Informing players of any correspondence from the league and Executive Board.
- f) Having his/her team at the appointed place and on time.
- g) Making sure that all proper score keeping procedures are followed, including the timely submission of same.
- h) Making sure that score sheet is legible.
- i) Filing protests and attending protest hearings.
- j) Tracking the number of matches his/her players have played for purposes of playoff eligibility, etc.
- k) Addressing any additional issues that arise.
- l) Incurring Shot Clock rule. **(Refer to the "Shot Clock Rule" on Page 26)**
- m) Informing the Executive Board of any and all roster changes.
- n) Informing the Executive Board of any changes in access information, such as telephone numbers, addresses and email addresses.

Match Starting Times

Starting time for all NSBA play will be at **5:00pm sharp!** If two captains want to agree to an alternate start time it is their decision, however all regular rules will still apply. "Real Time" as opposed to "Bar Time" will be used. Home teams must allow the visiting team a 30 minute warm up before the start of the match. This warm up time is from 4:30 to 5:00pm on the table that will be used for the match. During those 30 minutes, the away team will determine who to put up first on the score sheet.

At 5:00pm the away team must enter the name of one of their players that is present, as long as one or more players are present. In the event that no players from the visiting team have arrived, the following schedule is in effect:

5:16 1st set forfeited

5:21 2nd set forfeited

5:26 3rd set forfeited

5:31 4th set forfeited

5:36 5th set forfeited

Forfeits can only be awarded to a team if they have a player present to put on the score sheet at the designated times. In the event that a player is marked on the score sheet that is NOT present all match points will be lost automatically. No protest will be allowed. PLAYERS MUST BE AVAILABLE TO PLAY BEFORE BEING MARKED ON THE SCORESHEET. When both teams have at least one player present, sequence is as follows:

At 5:00pm away team puts a player on score sheet At 5:05pm **home team** puts a player on score sheet.

Five minutes will be allotted for each team to put up a player on each of the subsequent matches.

Any team that fails to meet the "five minute" criteria will be marked as forfeiting that match. Forfeits will appear on the score sheet as follows: If a team knows that they will have less than 5 players available for a match, they cannot choose which set(s) will be used for a forfeit. Available players must be put up in sequence.

Match Score Sheet

A Player must be present in order to have his/her name put on the score sheet. Any team found putting the name of a player on the score sheet that is not present will be subjected to a minimum of a 1 (one) point penalty with additional penalties to be determined by the Executive Board. Once names are on the score sheet they cannot be changed.

Conversion Chart

The Conversion Chart is located in the upper right hand corner of the score sheet. It is a technique used to convert the number of games you and your opponent must win based on the handicap of each player. The purpose of the conversion is to expedite the matches of high handicapped players, therefore shortening the length of the match.

Score Sheet Items

The following information defines the items on the match score sheet which must be filled in:

A - Enter name of visiting player.

H - Enter name of home player.

Wins - Enter the number of the games of that SET in which the player has won.

TM# - Enter players team number.

HND - Enter player's highest handicap taken from the weekly statistical sheet. Games Must Win
Enter the number of games the player must win, taken from the conversion chart.

Innings - Enter each player's inning count.

Safeties - Enter each player's safety count.

T/I - Enter the total innings that player has accumulated.

G/W - Enter the total of games won by that player.

G/L - Enter the total number of games lost by that player.

S/W - Enter a "1" if set won or enter a "0" if set lost. S/L - Enter a "0" if set lost or enter a "1"
if set won. T/S - Enter the total safety count of that player.

H-Tm Wins - Enter the corresponding set number that the Home team has won.

A-Tm Wins - Enter the corresponding set number that the Visiting team has won.

Protests - Write a brief description of the protest. Both captains must sign.

Innings

Any approach to the table by an incoming player will be marked as an inning for that player. Regardless of the break or the outcome of the shot, be it a foul, etc., an inning will be marked for the player shooting the cue ball.

Handicap System

New members will start the year with the board established minimum handicap. Returning members will continue to play with the handicaps they ended with on the last week of the previous year, including playoffs until the board determines a time when any adjustments will be made.

At that time and for the remainder of the season members will play at their actual handicap unless the member's actual handicap is lower than their minimum handicap. If so the player will play at their minimum handicap.

Example: A player with a minimum 4 handicap and an actual handicap of 3.27 will play at a 4 handicap. If a member's actual handicap is higher than their minimum handicap, they will play at their actual handicap.

Example: A player with a minimum 6 handicap and an actual handicap of 7.69 will play at a 7 handicap.

A player (and only the player) may request in writing a review of their minimum handicap. The board will review the written request at their next meeting. The player must include their phone number and a VALID reason why their handicap should be reviewed. All attempts to approach a board member in person to discuss your handicap will be ignored.

All new players must play six (6) matches within the first two sessions. At that time the board will review his or her stats and determine a base handicap. If this is not accomplished they will be removed from the roster and will not be allowed to be added to any other roster for the remaining of the season. Again, the board reserves the right to review and adjust handicaps.

Players may only drop one handicap below their minimum unless there is an extenuating circumstance. In this case, it will be reviewed by a board member.

Handicap Formula

(Games Won X 30) divided by (Innings less Safeties) plus or minus .3 X (Sets Won minus Sets Lost)

Forfeits

- Any team that does not show up for 2 consecutive weeks will no longer have status in the NSBA and all monies paid will be forfeited.
- Any team that cannot field a "full" team must play the players that are present. Both teams must adhere to the match starting times.
- A team having no members show up for a match must pay the weekly dues for both teams for that week.
- On a forfeit a player, which is present, must be placed on the scoresheet of the team with insufficient players.
- Any assigned players on the score sheet and who have not played will not have their handicap affected. All players indicated on the score sheet will have been credited for time played.
- If not one team member does not show up for a match, that team will be required to pay the weekly dues for both teams

No player can be marked as a winner by forfeit that is not present at the match and ready and able to play. Only players in attendance may receive a win by forfeit and credit for attendance.

Qualifying for Playoffs

For the 2019/2020 season the requirement to qualify for the playoffs are, a player must play in no less than 12 matches or 12 weeks. The 12 weeks remain the requirement no matter when or what session a new player is added to a team. Any exceptions to this rule must be reviewed by the Executive Board. The Executive Board will make the final determination.

End of Season Tie Breaker

At the end of the season, if any two teams are in a tie in the overall standings with M/W and S/W then any head to head competition during the season is used as a tie breaker. If after head to head competition does not produce a winner then a coin flip is used to break the tie. If the coin flip is refused by one team then the higher position goes to the other team. If both teams refuse to use a coin flip as a way to break a tie, then the board will make a final ruling.

Footnote: This is a handicapped league and as such using games won and lost percentages does not reflect equitably as a tie breaker and should not be used.

Roster Changes

- a) All roster additions must take place within the first ten (10) weeks of the season.
- b) If at any time a player is added to a roster and is new to the league, the team captain must ensure that the new player submits their player's fee.
- c) After the first 6 weeks of the season a team's membership declines to less than 6 players, the team will be allowed to add new players to the roster to bring the total back to 6 players. No more than that will be allowed. The new players will be allowed to play in the playoffs if they meet the qualification requirements under "**Qualifying for Playoffs**".
- d) A roster submitted at the time of registration will stand for the first playing session, unless there is a roster change according to the rules above.

However in the event of a serious illness or accident that would permanently incapacitate a player the Executive Board may take these special circumstances under advisement. In these circumstances the Executive Board may allow a replacement player to be added to a roster.

Game Rules

Object of the Game

The game is "Call Shot 8-Ball" and is played with a cue ball and 15 numbered object balls (1-15). The winner of the game is the player to first pocket the solid group of balls (1-7) or the striped group of balls (9-15) and then legally pocketing the 8 ball.

Racking

All balls should be touching as tightly as possible. The balls are racked in a triangle at the foot of the table, with the 8 ball in the center and the head ball being the one ball, which will sit on the foot spot. A striped ball will be placed in one of the back corners of the rack and a solid ball will be placed in the opposite back corner of the rack. This is mandatory. All other balls may be placed entirely at random. For each match, the away team will break first. Thereafter, the players will alternate break. The opposing player may request and receive a re-rack, only before attempting to break. The breaking player or a member of their team shall rack to the balls prior to the break.

The Break

Opening Break

The breaker of the first game of any set is determined by the Match Score sheet. The top player must break. In subsequent games there will be alternating breaks. The person breaking has the option

to pass the break to the opposing player. When the break is passed, the opponent takes the rack as is and must break.

Eight Ball Pocketed on the Break

If the 8 ball is pocketed on the break and no foul has been committed, the result will be a game won for that player. If the 8 ball is pocketed on the break and the cue ball scratches, it is not a loss of game. The 8 ball is spotted and the incoming player has ball in hand. However, if the 8 ball is pocketed on the break and if the cue ball caroms off the table, it will be loss of game.

Legal Break

Players must break with the cue ball behind the head string and must send at least four numbered balls to the rails or pocket any numbered ball without fouling the cue ball. If the person breaking pockets a ball in this manner he/she will continue to shoot.

Illegal Break

If an illegal break occurs the opposing player has the following options:

- a) Take a re-rack, the opposing player breaks
- b) Take a re-rack and have the same player break again.
- c) Accept the open table with ball in hand behind the head string.

Balls Jumped Off the Table

- a) During the break, if any numbered balls (1- 15) have jumped off the table, it is not considered a foul. All balls that jumped off the table will be spotted. **(Refer to "Spotting Balls" on Page 21)**
- b) During the break, if the cue ball has jumped off the table it is a "ball in hand foul behind the head string" for the incoming player.
- c) During the course of play, if any numbered balls except the 8 ball have jumped off the table during a game, it is considered a foul "ball in hand foul anywhere on the table" Balls from the shooters group will be spotted and balls from the opposing players' group will be considered pocketed.
- d) If the 8 ball jumps off the table it will be a loss of game. If the cue ball is jumped off the table in the process of shooting the 8 ball, this is considered a loss of game.

After the Break

The table is always considered open immediately after the break shot. If a foul was committed on the break, the incoming player has these options. **(Refer to "Illegal Break" on Page 21)**

Spotting Balls

Whenever a ball is to be spotted, the opposing player shall place it on the Long String as close to the Foot Spot and shall be frozen to any interfering ball. When the cue ball is the interfering ball, the opposing captain is to place the ball. If more than one ball is to be spotted, they are placed in any order the opposing player chooses.

Marking/Measuring the Table

Illegal marking or measuring the table is an unsportsmanlike foul. Players are not allowed to use a ball, the triangle or any other "width measuring" device to see if the cue ball or an object ball would travel through a gap, etc. Only the cue stick may be used as an aid to judge gaps and angles etc., as long as no marks are made, so long as the cue is held by the hand.

Coaches may not mark a shot by physically touching any part of the table or by moving the chalk.

Open Table

When the table is open, it is legal to strike any ball first, including the 8 ball. Once a player legally pockets a called object ball, the players group is determined.

Legal Shot

On all shots (except on the break and when the table is open), the shooter must FIRST hit one of his or her group of balls and (a) pocket an object ball, or (b) cause the cue ball or any other ball to contact a rail.

PLEASE NOTE: It is legal for a player to play any combination shot including the use of the 8 ball on the first shot, after the opening break, to determine his or her group of balls. Immediately after the break, while the table is still "open", all balls are neutral including the eight ball. This is the only time that a player may first contact ANY ball on the table. Once the shooter has established solids or stripes then they must strike a ball of their group first. All other balls no longer become neutral.

Combination Shots

Again, a player may use any combination of balls, including the 8 ball, if he or she first contacts an object ball from his or her group of balls (with the exception of the break). **(Refer to "Open Table" on Page 22) Be fair and reasonable in making any foul calls**

Inquiring About a Shot

The opposing player may inquire about the ball and/or pocket intended to be played by the shooter at any time if it has not been made clear as to what shot is being attempted. The shooter (at the table) should give his/her opponent a reasonable opportunity to acknowledge or question a shot. However, the opponent should at all times be aware and attentive to the events of the game and be in

a position to hear a shot called. The opponent should not slow down the shooter's activity but does have the right to know what ball and pocket the shooter is playing, since this is a "call shot" league. An unsportsmanlike conduct foul could be assessed if the opposing player does not follow said guidelines. Conduct and harassment issues will be addressed by the Executive Board for any problems that arise regarding this issue. Quite simply, make it known to your opponent what your intent is and no problems will ensue.

It is not necessary to indicate details such as caroms and kisses or any other means as to how the ball will reach the designated pocket. Ball and pocket are all that are necessary to be called.

If at any time either player feels there may possibly be a shooting foul committed on the table, they may ask a third party to watch the hit. The third party's ruling or decision will become final. If both parties cannot agree on an unbiased third party then the results of the shot will go to the shooter.

When Shooting the 8 Ball

It is the desire of the NSBA that sportsmanship be the prime directive. If the 8-ball has been pocketed legally and the obvious conclusion is that the cue will not scratch, it will NOT be considered a foul or loss of game if any balls are touched in the act of gathering them for the purpose of racking.

Altering the Course of the 8 Ball

A game will be considered lost by a player who alters the course of the 8 ball in a possible game losing situation.

Example: A player is shooting the 4 ball and during the 4 ball's path hits the 8 ball altering the 8 ball's path towards a pocket and if that player stops or redirects it is a loss of game.

Example: The shooter is shooting at the 8 ball and misses the pocket and the 8 ball proceeds toward the wrong pocket. Should the shooter stop or redirect the 8 ball and try to claim that this is not a foul, he or she is wrong; it is a loss of game.

The NSBA wants all players to enjoy the spirit of competition in a sportsmanlike atmosphere. It understands that an emotional display of excitement is normal and must not be wrongly penalized. It also urges all members to do the best they can to control any actions that may be considered a foul. Note: Negative cheering could be construed as unsportsmanlike conduct.

Noise/Distractions

At all times, there should be respect for the people playing a match. This includes but is not limited to, the teams at the sidelines. If a player at the table is distracted by talking, cheering, etc. from either their or the opposing team, it could be considered unsportsmanlike and fall within the category of unsportsmanlike conduct. A warning will be given, if the infraction happens a second time during the match, a ball in hand foul can be called. If complaints are made regarding this issue the Executive Board must be notified and if necessary will impose penalties. There should be silence, respect and consideration for the player at the table at all times.

Safety Shot

For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he/she must declare a "safety" to his/her opponent. This is "Call Shot" 8-ball, if this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed. Again, it is up to the player to CALL THE SHOT and to make his or her opponent and the scorekeeper aware of their intent.

A deliberate attempt not to pocket a legally called shot will be considered a safety. Any intentional foul taken will also be considered a safety. The shot will be scored as a safety on the match score sheet without question and will be counted as would any other safety toward a stalemated game.

Example: Deliberately hitting an opponent's ball or picking up the cue ball is marked as a safety. Ball Frozen to Rail

- a) When playing an object ball that is frozen to a rail the cue ball must contact the frozen ball and then:
- b) Pocket the frozen ball or any other ball or
- c) Drive the frozen ball to another rail or
- d) Drive the cue ball to a rail or
- e) Drive any other ball to a rail.

Note: A ball frozen to the rail that is not the object ball is not an extension of the rail. The opposing player (not shooting) must make it known that the object ball is frozen prior to the shot or the ball will not be considered as frozen. It is acceptable for either player to get a second opinion from the captain or coach as to whether a particular ball is frozen.

Stalemated Game

A game is considered a stalemate if on 6 consecutive shots neither player attempts a legal shot, 6 safeties are called or any combination thereof. If a game is declared a stalemate the balls are re-racked and the original breaker breaks again.

All innings and safeties recorded for the stalemated game remain on the score sheet and become part of the overall match statistics.

Shooting a Jump Shot

A legal jump shot is executed when the cue tip strikes above center on the cue ball. Shooting a jump shot by scooping the cue stick under the cue ball is a ball in hand foul. The use of special jump cues is prohibited in the NSBA. This includes the use of just the shaft of a cue stick or a shortened house cue.

PLEASE NOTE: A foul is not committed if the shooter accidentally miscues and causes the cue ball to jump above the surface of the table. **USE GOOD JUDGEMENT.**

Balls Moving Spontaneously

If a ball shifts, moves, or settles by "itself", the ball shall remain in the position it assumes and play shall continue.

Five Second Ruling

If a hanging ball falls into a pocket after remaining motionless for a period of (5) seconds or more, that ball shall be replaced as near as possible to its original position by the incoming player. If any ball should fall into a pocket as the result of bumping the table by any person, that ball will be replaced as described above.

Calling a Foul

Only the player, captain or designated individual may officially call a foul. The designated individual is a team member responsible for the team in the absence of the captain and already will have been announced as such to the opposing team at the beginning of the match. Anyone may suggest to the player, coach or captain that a foul may have occurred. The incoming player must clarify and agree a "ball in hand" foul has been committed before any balls are touched. It is suggested that all fouls be confirmed with your opponent before any action is taken. If the cue ball is touched and no "ball in hand" foul has been committed, then a "ball in hand" foul has been incurred by the player touching the cue ball.

Touching Balls

Touching Balls, physically or with a stick– Two or more balls only (**ball in hand foul**)

- a. **If two or more balls are moved**, they may be replaced when balls stop moving. Each captain will consult with their players before agreeing on the placement position.
- b. "If a ball is moved during a shot and the cue ball or object ball during its natural path hits a ball/s that has been illegally moved, a foul has occurred. Illegally moved balls may be replaced by opponent. Illegally moved balls may remain after being altered if opponent chooses.

NOTE: If any member, other than the players of the game touches any numbered ball or the cue ball, that is a "**ball in hand**" foul and all balls will be repositioned as close as possible to their original spot by the player with "ball in hand".

Loss of Game

- a) Driving the 8 ball off the table at any time.
- b) Pocketing the 8 ball in the wrong pocket.
- c) Pocketing the 8 ball while shooting another object ball.
- d) Does not pocket the 8 ball cleanly, i.e., hits another ball on the way to the pocket, double kisses, illegal jump shot.
- e) Pocketing the cue ball or the cue ball leaves the table while shooting the 8 ball.
- f) Driving the cue ball off the table while shooting the 8 ball. **See "Altering the Course of the 8 Ball" on Page 23**

- g) Altering the course of the cue ball as it approaches the pocket after shooting at the eight ball.
- h) If the 8 ball is pocketed on the break and the cue ball flies off the table the result is a loss of game. **(Refer to "Eight Ball Pocketed On the Break" on Page 20)**
- l) Breaking down cue when it is apparent that loss of match is imminent.

Coaching

Note: Once a coach has been called, he/she will be considered the allowed coach regardless of whether a coach is actually used.

The following are the only instances where coaching is allowed:

- a) Match Timeouts - All players can take one time out in every game played regardless of the players' handicap.
- b) 8 Ball Timeouts - There will be only one time out on the 8 ball per game for all players regardless of the players' handicap
- c) Coaching may be done verbally and/or physically by pointing to areas on the table. The touching of any ball, cue or any other object used in normal play by a coach other than the table will be considered a 'ball in hand' foul. The coach may touch the table but may NOT mark the table in any way. If the coach marks the table in any way, it will be considered a 'ball in hand' foul. **(Refer to "Marking/Measuring the Table" on Page 22)**
- d) A different coach may be requested from inning to inning, however only one person other than the player is allowed at the table area at any one time. Coaching changes should be made known to the opposing team.
- e) Once a player requests a teammate to approach the table, that person will be the coach for that inning. The only time a coach may confer with other teammates is prior to approaching the table and the player. This means that once the coach approaches the table, he/she may not converse or communicate either verbally or physically with other team members.

Any coaching that does not follow the guidelines listed above will be considered an unsportsmanlike foul.

Spectator Coaching

Spectators on the sideline are not allowed to advise a coach or a player during competition. If after asking a spectator not to speak to a coach or player and he/she continues to do so, it is the responsibility of the home team captain to ask this person to remove him/herself from the playing area.

Time Limits

As a general rule, a maximum of 45 seconds will be allowed between shots. Fifteen seconds will be added to the shot clock for the purpose of coaching. This includes the calling of an object ball and

executing the shot. If a player continues to use excessive time between shots, then it is up to the discretion of the opposing player or captain to request that the shot clock rule be invoked.

Exception: If a non-member is disruptive or a player from a different table is blocking the ability of a player to shoot or to view the shot, it will not be considered a foul.

Shot Clock Rule

In the event that a player seems to be taking excessive time for shots, the player and captain should first be warned by the opposing player or captain. If after being warned, the excessive use of time continues, the player will be confined to a strict 45 second time limit for all shots with the exception of the additional 15 seconds for coaching and receive a verbal warning when 10 seconds remain.

Both captains will be responsible for monitoring the shot clock for that player from that point forward. Should the shot clock expire before the player executes a shot, it is a "ball in hand" foul. This should not be considered a personal affront. It is intended to speed up play. **(Refer to "Captains Responsibilities" on Page 16)**

Stopping of Play

The stopping of play is allowed during matches but should be kept to a minimum. A player may only call time out when it is their turn at the table. The intent of the stopping of play is to receive an emergency telephone call or to use the restroom - only! **(Refer to "Unsportsmanlike Conduct" on Page 13)**

Interference

By non-members: If the balls are moved or the shooter is bumped during a match, or play is directly affected by a non-member, the balls are replaced as close as possible to their original positions immediately prior to the incident. Play shall resume with no penalty to the shooter. This also applies to other league members that are not on the shooter's team.

By team members: If a member of the shooter's team interferes with the shooter while in the act of shooting, the results of the shot will remain as is and will be subject to all rules as if no interference occurred.

Fouls

Head String Foul

The base of the ball (the point of the ball that is touching the table) determines the position of the ball. **The opposing player (not shooting) must make it known if there is a head string violation.**

If, after a warning is issued the player continues to shoot from above the head string, a foul will have been committed and the incoming player will have ball in hand.

Ball in Hand Fouls

This means that the player (only the player shooting) may place the cue ball anywhere on the table (except immediately after the break). If when placing the cue ball; the player inadvertently touches any ball on the table or allows the cue ball to touch any other ball, it is a ball in hand foul.

The following are other ball in hand fouls:

- a) Pocketing the cue ball (pocketing the cue ball or sending it off the table).
- b) Failure to execute a legal break. **(See page 20)**
- c) Failure to execute a legal shot.
- d) Touching or moving the cue ball when no foul has been committed or if any other member touches the cue ball.
- e) Executing an illegal jump shot. **(No jump sticks are allowed)**
- f) Illegal coaching.
- g) When placing the cue ball, the leather tip makes contact with the cue ball.
- h) Placing any object or marking the table in a fashion to give reference for a shot or position.
- i) The use of any extra or out of play balls to check clearance.
- j) Failing to comply with a request to reposition the cue ball behind the head string.
- k) Shooting the shot when any ball is still in motion.
- l) Shot clock violation
- m) Double hit: If the cue ball is touching the required object ball prior to the shot, the player may shoot toward it, providing that any normal stroke is employed. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is a foul. If a third ball is close by, care should be taken not to foul that ball under the first part of this rule.
- n) Push Shot: It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot.
- o) Intentionally altering the position of any ball on the table.

NOTE: If an opposing player shot the wrong ball 2 or more times in the same turn at the table, you can no longer call a foul and the opposing player now owns that group of balls. You must call the foul on the first shot.

When a ball in hand foul has been committed, the incoming player will not be penalized while removing the cue ball from the table. This includes the table surface and pockets.
(Refer to "Touching Balls" on Page 25 for ruling on replacement of accidentally touched balls)

Possession Fouls

- a) Shooting without at least one foot touching the floor.
- b) The failure to call a non-obvious shot.

Protests

Most protests and disputes should be settled immediately through compromise, common sense and referring to league rules. In the event that a rule disagreement arises where the two players and/or the two captains cannot resolve an issue the following procedure should be followed:

- a) Play will continue as if no infraction has occurred.
- b) If the player calling the foul ultimately wins the game in question, no protest need be filed.
- c) If the player calling the foul ultimately loses the game in question, he/she may file a protest, and the game will immediately be played over. The same person who broke in the original game will break again.
- d) If the player who won the original game also wins the replayed game, no official protest need be filed.
- e) If the player that lost the original game wins the replayed game, an official protest may be filed.

Guidelines for Filing an Official Protest

1. The protest must be documented on the score sheet; a brief description is sufficient. This must be done prior to both captains signing the score sheet if section (e) under Protests occur.
 2. The opposing captain must be made aware that an official protest is being filed.
 3. The rule that was violated must be referenced.
- All protests will be heard as soon as possible before the following week's play at the convenience of the Executive Board.
 - All protests filed will become part of the permanent record, the NSBA incident folder. At the protest hearing the Executive Board will review all written documentation and verbal testimony and a final decision will be reached regardless of whether both teams are represented.

Fines and Infractions

Fines may be imposed by the Executive Board when teams fail to fulfill their obligations. Fines can be monetary or loss of set points depending on the infraction.

Loss of Point Infractions

1. Weekly score sheets and dues slips not submitted to the Anchor Pub on time. (8:00 p.m. on the Monday following the match). Making an effort to contact an executive board member to notify them that the envelopes will be late and to make other arrangements can help avoid any point reduction
2. Improper filling out of score sheets and dues slips. The first infraction, a warning will be issued with an explanation and if any subsequent infractions occur, a point reduction will be issued.
4. Possible decision reached as a result of a protest hearing.
5. This will include any use of social media which exhibits the league, its members or the board in a negative light.

The Executive Board may penalize the members and/or team in manners such as probation, suspensions and permanent termination of membership. This would include the use of social media

in portraying the league, its members or the board in a negative way. The following procedures may be executed

1. First offense is one week suspension
2. Second offense is multiple weeks suspension (this will be determined by the board and could also include a monetary fine)
3. Third offense, termination of members or memberships including all monies. (If reinstatement is requested, this request must come before the board.

Monetary Infractions

1. All returned checks will carry a fine equivalent to the actual cost to the league plus \$25.00.
2. When a team bond drops below \$75.00 some or all of the remaining bond money may be forfeited to the NSBA. The Executive Board will take into consideration the time of year this occurs and any monies owed by a team at the end of the year. Should a team leave the league during the season, all monies **may** be forfeited to the NSBA.

A deduction of one (1) set point will be made from the standings of any team that allows their bond to go below \$75.00 with increments of one set point deducted each week thereafter until the bond level returns to \$75.00. The point will be deducted at the time of the monetary infraction.

6. Failure to pay weekly dues in full will also constitute loss of set point

**** All point reductions will take place at the end of a session and will be reflected against the overall standings**

Playoffs

A player's handicap at the start of the playoffs will be his or hers end of season handicap. Statistics for all playoff matches will be kept throughout the playoffs.

All playoff matches will begin at 10:00AM. In the event that more than one team shares a table then the higher seeded team will have preference to play that match at home. The other team must find another place to play. Any problems in this area must be addressed to the Executive Board.