

SML POOL LEAGUE GUIDELINES

2011/2012

EMAIL ADDRESS: pool@smlentertainment.com

WEBSITE ADDRESS: www.smlentertainment.com

The below guidelines apply to all divisions of SML Pool Leagues in ALBERTA, B.C. & SASK.

WEEKLY FEES *WE DO NOT ACCEPT CHEQUES*****

Match fees are due & payable in FULL on a WEEKLY basis even if :

- Your team uses a "spare" or "one time player"
- You play short (one or more players are missing)
- You have a scheduled "bye" or "forfeit" match

All teams must pay the same amount of monies during the season in order to be eligible to win monies in the playoffs. For example if the season is 27 weeks in length, *all teams* must pay for 27 weeks of play to be eligible to play in playoffs. These fees and your score sheet **MUST BE DROPPED THE NIGHT OF YOUR MATCH**. "Forfeit" & "bye" matches must be paid for within 2 weeks of the scheduled match date. If you do not drop off your envelope that night, you must contact your league representative and make arrangements to have the score sheet and money to him or her by 5pm the following day. We reserve the right to take away points from any team that does not drop their envelope on time. Any outstanding fees **MUST** be paid in full & in our office on or before the last scheduled league night or the team will not be eligible to play in the playoffs.

PLEASE NOTE: *Our office does not "track" which individual player on each team has paid weekly fees, as we have no way of knowing who paid what & when. League fees are considered to be a TEAM responsibility. By the same token, outstanding fees are also considered to be a TEAM responsibility. If one or more players ON YOUR TEAM are in arrears (owing league fees), it is up to the TEAM to make sure that those outstanding fees are paid in full the following week. Teams who owe more \$\$\$ than what is equivalent to ONE MATCH FEE may be suspended and forfeit any prize monies they may have won in playoffs. Team who are in arrears are considered to NOT be in GOOD STANDING with SML and will not be eligible to enter ANY event until those outstanding monies are paid in full. This includes entry to all Canadian & International Events. Outstanding monies MUST be paid in full BEFORE the published deadlines for that event.*

OVERPAYMENT OF WEEKLY TEAM FEES

Any "overpayment" of fees on a weekly basis or by lump sum during the season is credited to your TEAM account and can be applied towards weekly fees for that *same season* or any outstanding balance owing at season end. SML is unable to "refund" any overpayment of team league fees once the season has been completed. The reason for this is that any "extra monies" are included & paid out in the prize fund for that particular division.

CAPTAIN RESPONSIBILITY

It is the Captains responsibility to ensure the monies for his or her team each night are collected, the score sheets are completed correctly and that should any issues arise during a match, that his or her players conduct themselves in a sportsmanlike manner so that the issue can be resolved and both teams can get back to enjoying their match. The Captains **MUST** educate themselves & their players on **RULES & QUALIFICATION** requirements for various events including playoffs. Unfortunately ignorance is not an excuse. Captains are also responsible for any communications with the league office as due to time constraints we are unable to deal with every player on every team.

PROTEST/CHALLENGE/ELIGIBILITY ISSUES & PROCEDURE

It is each individual's responsibility to ensure that any opponents you are playing against during any playoff event are eligible & fully qualified to play. Qualifications for individuals are clearly published both online, in this booklet and usually a number of times during your season in the weekly stats. The onus is on both each individual and or your captain to be fluent in these matters so that there is no issue during playoffs. As a rule, there are no exceptions to individual qualifications. Final stats, which include the total number of games played and the full names of each player are ALWAYS readily available *upon request* from the main tournament desk. (A copy of this information is usually provided for each team as they arrive to pick up their 1st match scoresheet) If any players' identity is in question, you have the right to politely request a form of picture identification from that party. Should they not be able to provide picture identification upon your request, please advise the tournament director immediately so the situation can be addressed as quickly as possible. If an opponent is lacking in the total number of games needed to make them eligible, this MUST be brought to the tournament director's attention BEFORE the scoresheet is signed and handed in. Upon completion of a match, once a captain or representative from each team has SIGNED the scoresheet and it is handed in to the tournament desk, the match is considered completed. The signatures that are required at the bottom of each scoresheet are deemed to indicate that *both parties agree* to the outcome of that match as it stands on the original scoresheet and no further action can be taken. *In the interest of sportsmanlike conduct, it is advised that any player eligibility issues should be addressed at the beginning of a match.*

SANCTION FEES

ALL players must pay a \$35 sanction fee to SML in order to play in the SML Pool League. This covers the VNEA & BCAPL "memberships." (Exceptions are the "ONE TIME PLAYER" as defined below or divisions that are non-sanctioned). These "fees" should be paid either the 1st or 2nd night that a player actually plays with a team. These SANCTION fees MUST be paid before November 1. On November 2nd, ALL PLAYERS who have not paid this sanction fee will be removed from the weekly stats. SML is not allowed to reinstate these deleted games.

SCORE SHEETS

It is both teams responsibility to ensure that all information is properly filled out on your score sheet before the Captains sign. Scoresheets NEED to be COMPLETED ENTIRELY before being dropped or handed in. The SML office can't "fill out" the missing information on an incomplete scoresheet. This includes information like the team name, date of the match and any individual player feats (eros, first attempts etc). Both the center portion of the scoresheet & the individual totals on the left & right sides including games played and total points NEED to be filled out. Please do not assume that we will "know" when the match was played or who the teams are just by the lineups. We have no way of knowing that the 10-1 score constitutes an ERO or 1ST ATTEMPT unless it is marked. All stats are taken from the home team copy of the score sheet and if it is not marked or it is incorrect on this copy (after it has been signed by both Captains), no changes can be made. We will not be making any corrections to any player or team stats in March for errors that were made in November for example. There will be no changes made to any team or individual stats after March 1. Your Captain must stay on top of stats and advise us immediately of any changes that need to be made. Captains should also have copies of the score sheet in question before calling us to make any changes. If you can't provide us with the date of the match and other pertinent information, we will not make any changes based only on what you think happened. Should you have any questions about how to correctly fill out a score sheet, please refer to this booklet for examples.

MAKE UP MATCHES

When a team is unable to play a match, *at least 24 hours prior notice to the opponent* is required for a make up match to be scheduled. The office *MUST* also be notified that the match is not being played. If less than 24 hours notice is given, the opponent may take a "forfeit". Both teams must pay for the match even though it was not played. If you know ahead of time that you are not able to play a match, you may choose to play the match "IN ADVANCE" (before the scheduled match date). Playing a match in "advance" would allow you to complete the match to be missed without any future issues. Please remember that BOTH captains must agree on a reschedule time. You may also now wait for the "next time" you are scheduled to play that team and play a "double header".

PLEASE NOTE: If you are choosing to play a "DOUBLE HEADER", the office MUST be notified PRIOR to the match for approval and to ensure that tables are available on the night of the match. You must contact the office to get PRIOR approval for any double headers that will fall in Feb or March. If it is necessary to try to reschedule a match during the last 2 months of the season, you need to call the office to get PRIOR consent. This rule is in place to prevent teams from *holding back points* and unfairly affecting the year-end standings.

You CAN'T force "other" teams in the location to give up their tables for you to complete a "make up"

FORFEIT MATCHES

All teams in SML are required to pay for all FORFEIT matches regardless of why or which TEAM cancelled the scheduled match. The team *who is able to attend* will receive full team round points. The team captain is responsible to provide our office with a “line up” of the players who would have played as well as payment in full within 1 week of the forfeited match date. The players listed will receive wins & points as well as the night of play counting towards qualifying to attend any sanctioned event. The team *who did not show up or cancelled the match* must pay for the night of play but will receive NO TEAM or INDIVIDUAL PLAYER POINTS/WINS. The missed match WILL NOT count towards qualifying any of the players for any sanctioned event.

ADDITIONS TO YOUR ROSTER

For all players, we require the CORRECT SPELLING of both first and last names for sanctioning purposes. If we do not have the above information, that player and his or her score may not be included in your points for the night. Players cannot be added to your roster after the end of Dec without PRIOR approval by the SML office. (Includes one time players) This means that you must call the SML office BEFORE your match and get an okay for ANY new player. If you simply send in the score sheet with a new player listed that has not been approved, we will remove that players points and adjust the team points accordingly. No team will be allowed to add anyone to their roster with LESS THAN 8 WEEKS REMAINING IN THE SEASON WITHOUT THAT PLAYER BEING APPROVED BY THE LEAGUE OFFICE PRIOR TO THEM PLAYING IN A MATCH.

ONE TIME PLAYER RULE

You are allowed to use a player who is not listed on your roster and whom has not paid a sanction fee as a “ONE TIME PLAYER” and you will not have to pay the SML sanction fees. You must still provide both the 1st & last name of the player. It must be CLEARLY MARKED on the score sheet under that players name as “ONE TIME PLAYER”. If you choose to add that player to your roster at a later date, the 1st night he played (as a ONE TIME PLAYER) WILL NOT COUNT. Please note: Teams who abuse the “one time” player rule (this would include using this rule for more than 2 weeks in a row WITHOUT approval from the office) will no longer be able to utilize this privilege. During the last 8 weeks of play, *PRIOR* to the match being played, the office must approve all “one time players”.

PLAYER CONDUCT

SML League will not condone any unsportsmanlike behavior on a player’s part. Unsportsmanlike conduct includes “physical” or “verbal”altercations. Aggressive comments or actions directed at anyone in the location during league play or playoffs can result in serious consequences. This also includes behavior towards staff by our players while playing a match in any of our venues. Please understand if anyone on your team gets themselves “barred” or is asked to leave a venue, the SML office will NOT make any schedule changes to accommodate. Issues of unsportsmanlike conduct are subject to review by the league and can result in immediate expulsion from the league and or playoffs.

TABLE ALLOTMENT PER TEAM

All teams are allotted 1 (one) table for each match REGARDLESS of division you are playing in. If the venue chooses to allow you to play on more than one table, it is entirely their option. We do not schedule our matches based on the tables in the venue but rather the number of teams in the venue. Please remember if the venue tells you that they want you to use only one table so their regulars can play pool, then you are to only play on one table with no further discussion.

VENUES

SML venues are NOT required to give any SML team any form of sponsorship. Locations are unable to “open” or “unlock” the pool tables before, during or after a match. Do not assume, expect or demand that the venue will give you team shirts, happy hour prices or free food. If the venue offers any special deals for pool players on league night, it is their CHOICE to do so. SML locations are free to offer any specials that they choose. Also remember that they are running a business and if you go to a venue and drink water all night, you SHOULD not expect that venue to provide you with anything on special or for free...treat all venues as though they are your home bar and respect the staff working. SML host locations are UNDER NO OBLIGATION to provide team shirts or any other incentive to our teams.

Your host venue allowing league play is a privilege not a right.

PLAYER RANKING

We offer a variety of levels of play for the regular season. All players in SML earn a “status”. This “status” determines the level you are eligible to play in. This status may be obtained through team or singles events, accomplishments in ANY league system, “known ability”, Vegas events or any combination of a number of different criteria. If you would like to determine your status, please give your local SML branch office a call prior to the season starting. For example, players in the Calgary leagues are only eligible to play in the level that matches their personal “status” or any level ABOVE. (exception is the “FUN” & “YES YOU CAN” divisions) SML Calgary leagues DO NOT allow even 1 higher ranked player to “play down”. (This rule may vary based on branch). If any player intentionally provides SML with misleading information when their status is being determined, they will be removed from the league & forfeit any nights played/prize money they may have been entitled to up to that point.

SML POOL LEAGUE RESERVES THE RIGHT TO RANK ANY PLAYER OR TEAM AS WE DEEM FIT FOR PURPOSES OF REGULAR SEASON PLAY & ANY PLAYOFF EVENT

TABLE CONDITION/EQUIPMENT ISSUES

When there is a VALID concern about table condition in your location, you should first approach the manager on duty and express the concern in a POLITE and RESPECTFUL manner. The bar will then place a call to our service department. You are welcome to give a “follow up” call the next day to the pool league office just to ensure that the service call has been made. **Do remember that the POOL LEAGUE OFFICE/STAFF are NOT the SML service department. The SML service department is unable to accept service calls from our pool players directly; rather these calls need to be made by the customer, (bar manager/owner).** Just a reminder, this is an AMATEUR recreational sport, and that there is no such thing as a “perfect” bar table. Your opponents are also playing on the same equipment and therefore will be “affected” by the same conditions. SML strives to keep all of our equipment in good shape however the table condition can change on a daily basis.

HANDICAPS

*No player can have a handicap less than a “5” for tabulating the team handicap
no matter what their “listed” handicap is.*

“NEW” players start as an “8” average. Your handicap from one team does not follow you when you play on another team or in a division on a different night of play. Each new season, handicaps will be used starting the 3rd week of play. (You can establish a handicap after playing only 1 game)

In Calgary, “A” levels and above do not use handicaps.

Maximum team handicaps per round are as follows:

3 player teams (15 game format) = 9 hc per round
4 player teams (16 game format) = 12 hc per round
5 player teams (20 or 25 game format) = 15 hc per round

The handicap is calculated as follows: take the player averages from your players listed on the score sheet and add them together. Then add the player averages from the other team together. Subtract the smaller number from the larger number and the team with the lower total gets the difference in each round.

i.e. “your” team total is	38
“Other” team total is	<u>35</u>
Given to “other” team	3 points hc per round

If one of the teams is MISSING A PLAYER, you will follow the same basic guidelines except you will only add the averages of the players on both sides that are actually playing in that round as shown in the example as follows...

	<u>Home Team</u>		<u>Visiting Team</u>	
i.e.	Tracy	8	Bryan	8
	John	8	Rod	7
	Tim	9	Henry	9
	Frank	9		

Using the above example: Tracy, John, and Tim will play Bryan, Rod, and Henry in the first round. " Frank" will not play in the first round therefore his average is **NOT INCLUDED**. Calculations are as follows:

	<u>Home Team</u>		<u>Visiting Team</u>	
	TRACEY	8	BRYAN	8
	JOHN	8	ROD	7
	TIM	9	HENRY	9
		<u>25</u>		<u>24</u>

Visiting team will receive 1 point for hc in the first round. For the next round, *you must recalculate the hc again only using the averages for the players that are actually playing in the round.*

ENTRY TO USA

Effective June 2009, any persons who are traveling to the United States by AIR, LAND OR SEA are REQUIRED to have a valid passport or they will be refused entry. You can be refused entry to the United States with or without a passport, and should that happen, there is no refund on any team entries, OR hotel/travel allowances by SML

SINGLES/TEAM PRIZE MONEY INFORMATION

Availability of prize monies whether cash or cheque for both team/ singles / scotch doubles events hosted by SML are *clearly posted or provided to you in print* during your playoffs. All prizes MUST BE PICKED UP on or before JUNE 30 of that calendar year.

VEGAS TRIP CASH OUT INFORMATION

Teams wishing to "cash out" their Vegas trip will receive the pre-determined amount for that division of play (this amount will vary based on league fees, season length and number of teams in that division) Teams will now receive the FULL VALUE of their trip without losing any deposits/hotel room costs.

VEGAS TRAVEL/HOTEL ALLOWANCE

All teams that win a Vegas Trip will receive a TRAVEL/HOTEL allowance to a maximum of \$3500 per team. (Hotel/Travel allowance amounts will vary based on division, league fees paid and duration of season).

VEGAS TEAM ENTRY PRIZE

All teams that win a Vegas Trip will receive a Paid TEAM entry into the event of their choice in Vegas (either the VNEA or the BCAPL). Please note: Teams will be responsible to pay any applicable GREEN FEES at time of entry to SML. GREEN FEES may be deducted from your prize monies upon written consent of your listed captain. Teams WILL NOT be entered into the event without payment in full of GREEN FEES on or before April 17th, 2011. There may be a difference in the cost of Team entry fee depending on which division you are eligible to compete in. Team entry fees are paid for to a MAXIMUM of \$250. Should your team play in a division where the team entry fee is less than \$250, you will not receive the difference as part of your prize money.

PLAYOFF CONFLICTS

It is the players individual responsibility to ensure that there are not "playoff conflicts" with teams they have chosen to play with. SML is not able to "revise" playoff times for conflicts that may occur due to individuals/team playing in different skill levels or with teams in the same playoff group. Teams/players who end up in a playoff conflict situation will be required to choose to play with only one team. Players may not "run" between teams when during the playoff event if 2 of their teams are playing at the same time. For further information, please contact our office.

HOW TO ENTER in any SML/VNEA/BCAPL Event

PLEASE NOTE: It is the each player's personal responsibility to educate themselves on any & all entry deadlines & qualifications for all events. This entry information, which includes SML ENTRY DEADLINES, is clearly published in print with your weekly stats and also will be available online at our website

www.SMLentertainment.com

1. You must have played all of your "qualifying" nights in a sanctioned SML league in that current league season.
2. You must be a player in Good Standing with SML
3. You must provide a clearly printed entry form & payment in full at time of entry
4. You must enter on or before the published SML deadline for entry for that particular event.
5. Entries can not be dropped at our "front desk" or reception area
6. ALL published entry guidelines must be adhered to or your entry will not be accepted
7. Acceptable forms of payment are: CASH, DEBIT, CREDIT CARD

QUALIFICATIONS FOR TEAMS & INDIVIDUAL PLAYERS

For entry into the SML TEAM Playoffs or VNEA TEAM Vegas:

15 game format	3 players must have 60 games All extra players may have 40 games
16 game format	3 players must have 48 games 4 th player may have 32 games
20 game format	4 players must have 48 games 5 th player may have 32 games
25 game format	4 players must have 60 games 5 th player may have 40 games

For entry into VNEA VEGAS SINGLES:

- 16 OR 20 game format - must have played at least 48 games
- 15 OR 25 game format - must have played at least 60 games

For entry into the WCVNEA TEAM / SINGLES Event:

15 game format	all players 40 games by Jan 15
16 game format	all players 32 games by Jan 15
20 game format	all players 32 games by Jan 15
25 game format	all players 40 games by Jan 15

For entry into any BCAPL event TEAM OR SINGLES or SML SINGLES:

15 OR 25 game format	-All players must have played at least 40 games
16 OR 20 game format	-All players must have played at least 32 games

The # of games listed above are **THE MINIMUM** numbers of games that players **MUST HAVE** to qualify, as well as meeting the following criteria:

1. You must qualify by playing the minimum # of games listed on ONE TEAM on the SAME NIGHT
2. You cannot combine various nights of play or various teams to meet your requirements.
3. You are not allowed to use more than ONE scheduled league match PER WEEK to qualify.
4. You cannot play matches ahead of time to qualify,

SML CHRISTMAS BREAK (all leagues)

*League play **finishes** week ending **Dec 23rd, 2011***

(matches for the last week before Xmas may be rescheduled)

*League play will **resume** the week of **Jan 2nd 2012***

SML SINGLES & TEAM PLAYOFFS 2012

“CALGARY”

- ❖ SINGLES will be held April 5th thru April 7th, 2012
- ❖ TEAM play will be held April 10th thru April 23rd, 2012

VEGAS DATES & ENTRY DEADLINE INFORMATION

**SML VEGAS entries will be accepted between
APRIL 17th - APRIL 23rd, 2012**

**PLEASE NOTE: Vegas entries will not be accepted
AFTER 4PM April 23rd under any circumstances**

All Vegas entries must be accompanied by:

- ❖ CLEARLY PRINTED ENTRY REQUEST - including full team rosters of all players, team captain daytime & evening phone numbers, & any singles entry information
- ❖ PAYMENT in full (including Green Fees if applicable) in cash, money order, debit or credit card, *****CHEQUES will not be accepted for any tournament entry*****

It is the responsibility of any team (including TRIP WINNERS) OR individual that wishes to attend either VEGAS event to hand in their WRITTEN request for entry which includes either a Vegas team roster or Singles entry information to the tournament director on or before the ***LAST DAY OF PLAYOFFS in their area*** OR prior to the ***SML Vegas Entry deadline*** of April 23rd @ 4pm at COMMONWEALTH HALL. Teams that have won a trip but do not provide SML with a WRITTEN TEAM ROSTER will be deemed to be "cashing out" and will NOT be entered into the VEGAS event.

VNEA VEGAS EVENT WILL BE HELD AT **BALLYS HOTEL & CASINO**
MAY 24 thru June 2, 2012

9 Ball SINGLES START FRIDAY MAY 25 (NEED TO BE THERE MAY 24)

8 Ball SINGLES START SATURDAY MAY 26 (NEED TO BE THERE MAY 25)

TEAM EVENT RUNS FROM TUES MAY 29th – SAT JUNE 3 (NEED TO BE THERE MAY28)

For further details on the VNEA Vegas event, please go to www.VNEA.com

****VNEA VEGAS singles/team entries are readily available at all times during published playoff entry dates & do not have to be pre-purchased****

BCAPL VEGAS EVENT WILL BE HELD AT **RIVIERA HOTEL & CASINO**
MAY 09 thru 20, 2012

SCOTCH DOUBLES STARTS FRIDAY MAY 11 (NEED TO BE THERE MAY 10)

SINGLES STARTS SATURDAY MAY 12 (NEED TO BE THERE MAY 11)

TEAM EVENT RUNS WED MAY 16– SAT MAY 20 (NEED TO BE THERE MAY 15)

For further details on the BCAPL Vegas event, please go to www.PLAYBCA.com

****BCAPL VEGAS singles/scotch doubles ENTRIES
are available on a
"FIRST COME, FIRST SERVE BASIS"**

*(SML IS REQUIRED TO PRE-PURCHASE BCAPL VEGAS ENTRIES
usually by the 3rd week of March)*

Because of this, if you want a "guaranteed" singles or scotch doubles entry you must:

- ❖ You must notify BARB in writing between March 1st – March 15th, 2012. Please send an email to pool@smlentertainment.com with your full name and what events you wish to enter into, we will pre-buy & hold your selection.

For further information on BCAPL/VNEA Vegas entry guidelines and pre-purchase of Vegas singles or scotch doubles, please contact Barb at (403) 291-1666 or send an email to pool@smlentertainment.com

OTHER IMPORTANT DATES

WCVNEA EVENT

**-to be held at the MAYFIELD INN & SUITES in Edmonton
February 08 thru 12, 2012**

SML CALGARY SINGLES

- April 5 thru 7th, 2012 EASTER WEEKEND (no play on Easter Sunday)