

Firestar Pool Leagues



League Rules And Player's Guide

Revised Aug 2024

CAPTAIN'S RESPONSIBILITIES

He/she shall be present or send an acting captain to all league meetings.
If you don't you forfeit all rights to vote.

Captains are responsible for knowing the rules. They must also be sure their team members know the rules/requirements and inform them of any changes, special instructions, and the next week's schedule. Home team Captain should make sure that visiting Captains are made aware of all instructions & announcements.

1. PLAY STARTS AT 7:30 PM (Saskatoon Int B & Regina Novice 7:00pm)

All line-ups should be finished by the start time and play should be starting. Teams will have a 15-minute grace period. After 15 minutes, the forfeit rule can apply.

2. RULES:

The recognized official rules of play will be the VNEA rules. Please see the posted rules on the VNEA.com site. If, after looking through the rulebook you cannot determine the ruling, I can be reached on my cell at **306-230-1738** on any **league night**.

3. SETTING THE LINE-UPS:

- a. Line-ups will be filled on Compusport app, Scoresheets will no longer be provided as the League is going paperless
- b. 25 and 16 game format – line-ups may be placed in any order. Home team places line-up first. 20 game format – line-ups must be placed from lowest to highest averages.
- c. **Players with no stats, will shoot with a 3 handicap. NO EXCEPTIONS!!**
Sanctioned players will play without a handicap for the first 3-4 weeks of play.
- d. No player/s will be credited with weeks played prior to sanctioning.
- e. **BEFORE** players start each game they should both confirm they are playing the right player.
- f. All games **MUST** be played on Firestar owned equipment and at designated location on the schedule. Even one game played on a table not belonging to Firestar Amusements can result in the disqualification of both teams as VNEA and BCA members. This will also include both teams losing all rights to compete in any VNEA and BCA sanctioned tournaments. If not played at designated location, penalties will apply.
- g. It is the responsibility of both teams to keep score for every match played. **NO** Scoresheets will be provided, and must be filled out on Compusport. If there are any discrepancies on the team's score sheets it is **both Captains** responsibility to ask the players involved in that game what the proper score was. **IMPORTANT:** If the players cannot remember or cannot agree on what the score was, the home team player recollection will be used.
- h. All players involved in any match must be the same players listed on the score sheet. If a person plays under a false name, the **team** he/she is on will be subject to penalties ranging from: forfeiting all games he/she played, to being disqualified from the league system.
- i. **BOTH TEAM'S RESPONSIBILITIES** to enter the score into COMPUSPORT. It is the home team responsibility to complete scoresheet, and it is the away teams responsibility to approve of the score sheet. Once this is done the stats will automatically update.

4. SUBSTITUTE PLAYERS AND SPARES

- a. If a team has a substitute player that they will be using often, they must sanction this player in order for them to receive stats.
- b. If a team does not have a substitute player or is short a player, they may choose to pick up a spare. That person **MUST SHOOT AS A 3 HANDICAP NO EXCEPTIONS!** If no sanction fees are paid, they will not receive stats (NOTE: you can not use a player with a higher caliber to spare on your team, they must be able to play in your division).
- c. **LEAGUE OFFICE IS NOT RESPONSIBLE FOR FINDING SUBS!!!**

5. SANCTIONING & NEW PLAYERS

Captains are responsible for collecting player registration fees, these fee's are to be paid for on registration night. They are also responsible for the collection of registration fees when a new player plays for the first time. If registration fees are not collected for a new player, they will not receive stats and may not be eligible to play in local, national, or international tournaments. A player can only earn weeks/stats AFTER they have paid their registration fees.

PLEASE NOTE: no player will be sanctioned without complete address, phone number and e-mail.

You can add players to your roster at any point in the season but they must **FIRST** be **APPROVED** by the league coordinator before that player is able to be sanctioned; and that player **CAN NOT** change your team's skill level or your team could be restricted (see player ranking).
Note eligibility requirements (weeks) must be played on the same team for local tournaments.

6. HANDICAPS

- a. All regular and sub players will not have a handicap for the first 3-4 weeks of regular play.
- b. All players joining later in the season will not have a handicap until 8 games have been played.
- c. Handicaps work on a 1 to 4 basis and are rated against your own division.
- d. The top 25% weighted average players would be a 4 then the next 25% would be a 3 etc.

Here's how they work:

- CompuSport keeps a record of each player's games to produce player and team stats. In the stats you will find your name, handicap, and a record of all your wins, losses, points for, points against and feats.
- On the score sheet you will put their handicap in the box beside their name that is labeled AVG.
- You then total all handicaps for each team and put the total in the box beside the team name, which says team total avg.
- Subtract the lower handicap from the higher one. Ex. Team # 1 handicap is 11 and Team # 2 handicap is 7. (11-7=4) So because Team # 2 has a lower handicap they get spotted 4 points in the box at the bottom of each round (where it says handicap). You must also add the handicap across to the total handicap box. So Team # 2 was spotted a 4-point handicap all 4 rounds so their total handicap would then be 16 points.

MAXIMUM HANDICAP POINTS PER ROUND

10 points per round for 16 game format matches.

12 points per round for 20 and 25 game format matches.

WEIGHTED AVERAGE

The formula for a player's weight is as follows. Weighted average is weight divided by games played plus 13.

	Format	
Total Points For	1	Per Point
Total points against	-1	Per Point
Total games	-9	Per Game
Games won	3	Per Win
ERO's	7	Per Feat
8 Ball break	2	Per Feat
ERO against	9	Per ERO
10-zip	3	Per Feat

Example:

Mary played 100 games
 She won 56 games
 Scored 756 points
 Had 3 10-zip feats.

She also had 721 points scored on her
 2 Ero's against her.

Points for	756	X	1	=	756	
Points against	721	X	-1	=	-721	
Total games	100	X	-9	=	-900	
Games won	56	X	3	=	168	
Ero's against	2	X	9	=	18	
10-zip	3	X	3	=	9	
TOTAL WEIGHT					=	-670
Total weight					=	-670
Divided by games played					=	100
Plus 13					=	13
TOTAL WEIGHTED AVERAGE					=	6.30

CONTACTING COORDINATOR

- Players can contact the league coordinator Phil 306-230-1738
- League hours are 6pm-11pm, Monday through Friday and weekends

PLAYER RANKING (REGINA & NORTH BATTLEFORD)

- Players are assigned a ranking every year and will keep their highest ranking achieved. (After 3 years of getting a new ranking, you may apply to have it changed.)
- Players that are new to Firestar or have played less than the 8-week minimum are considered unranked. The league office reserves the right to assign rankings to an unranked player, based on their known skill level.
- The rankings are used then to place restrictions on the number of higher skill level players that may play on a team in lower skill level divisions.
- Team rosters may exceed the maximum. However that team will be restricted as to who may play together in any one round of a match.

*** Firestar pool league does not rank teams. You decide on whom you want to play with and then the player rankings of the top four/five players on the team will determine what division the team plays in.

Note: Tournament play may also play a part in a player's ranking, will now be on Compusport

PLAYER & TEAM RANKING (SASKATOON)

- Player ranking will be based on Compusport Rating
- Team Rankings will be calculated by adding top 4 players
- Division CSR MAX Caps are:
 - Int B- 6200
 - Int A- 6600
 - Adv- 7000

- Example: Player A- 1579 Player B- 1678 Player C-1470 Player D-1564 Player E-1320 Player F- 1551. Player B, A, F & D, are the 4 highest, so $1678+1579+1551+1564=6372$. Team Ranking is 6372, which is over 6200, so they will have to play Int A

SCORING A FEAT

If someone scores a feat during a match, you should **circle both the score and the feat box** (under the game score). There are 3 feats: ERO (8-ball run out), 10-0 score and 8BB (8 ball break). Make sure all score totals and any feats are recorded on the score sheet before you sign it, as it's official and final once signed. Using Compusport, enter score, under the score is a small box, tap on it, chose ERO or 8BB, 10-0 will be updated automatically.

NO 8-BALL BREAK WINS

If an 8-ball break is made, it is a feat (not a win) and is marked on the score sheet. The player who broke will have to plug the table in order to pull out any ball/s needed to continue or restart the game.

7. SCORING A TIE

If after adding your handicap points, there is a tie in any round each team will receive ½ a round point.

8. CONCLUSION OF MATCH:

After the match is completed it is the **home team Captains responsibility to input the score sheet into CompuSport.** It is the away team Captains responsibility to verify the score sheet is correct and approve or decline it. Both team Captain's are responsible to E-transfer the team fees in FULL, please include your team name and scheduled match date you are paying for in the notes section of the e-transfer.

STATS

If there was a keying error on the stats, please let the coordinator know via email.

Corrections will not be made to any match more than 2 weeks old.

If a player accomplishes a feat (ERO, 10-0, 8-BB) it must be recorded that night into CompuSport.

9. COLLECTION OF MONEY:

Captains are responsible for the collection of weekly fees and make sure to **E-transfer the FULL amount each week for the match being played by Friday 6:00PM.** Please add in the notes of your E-transfer your team name and scheduled match date played. IT IS IMPORTANT because if you are short your team will be assessed a late fee (\$10/week/match) until it is paid. Repeated short or missing fees can cause your team to lose all stats and be removed from the schedule. This is a newer rule due to a few teams being continuously tarty. We will not let this happen anymore. Teams who have been tarty in the past who want to play in the league will be required to either pre pay their season or put up a performance bond to play in the league.

Etransfer to the following Email address for your city only!

- Saskatoon: fpl@sasktel.net
- Regina & Yorkton: fplregina@sasktel.net
- North Battleford: fplnorthbattleford@sasktel.net

PROCEDURE IF A TEAM IS SHORT MONEY OR LATE PAYING THEIR FEES:

FEES ARE DUE BY 6:00PM FRIDAY OF THE WEEK THE MATCH IS PLAYED.

1st Time: LATE FEE \$10/WEEK. You have **one week** to make up the shortage. THEN YOU CANNOT PLAY UNTIL YOU HAVE PAID.

2nd Time: LATE FEE \$10/week. – SAME AS 1ST TIME

3rd Time: Could result in expulsion from the league.

If a team has been repeatedly late on their fee's, the following year that team may be required to:

- 1) Put up a performance bond, or,
- 2) Pre pay their full season in order to play in the league again.

All fees must be paid in full before playing in any tournament

10. SETTLING DISPUTES

- a. Please refer to the VNEA rules booklet for a detailed list of rules of the game.
- b. If a player has a question on a rule during a game, they should first ask their opponent for clarification. Should they not be able to agree on a ruling it will then be discussed with BOTH team Captains.
- c. A player may ask a member from his/her team or the opposing team to referee a shot. Both players involved in the game must agree upon the person picked to watch the shot. The players must then abide by the decision made by the referee.
- d. If nobody watches a controversial shot and the players involved cannot come to an agreement, the decision will rest with the shooter.
- e. Captains shall be responsible for settling any disputes that might arise during a match.
If a dispute cannot be settled, call the league coordinator **on any league night** for the final ruling **(306-230-1738)**.
- f. Unsportsmanlike conduct will be dealt with in one of two ways: (1) One warning before disqualification or (2) immediate disqualification. League night is for entertainment and should never result in name-calling or profanity.
- g. If a dispute should result in a physical confrontation it will be left to the discretion of the league coordinator to allow or disallow the player(s) involved to participate in the league.
- h. If a player uses profanity directed towards any persons playing in the league, any persons involved in running the league, any location owners, staff, or patrons it will be considered poor sportsmanship.
That player can be immediately disqualified from the league system.

FORFEITS AND MAKE-UP GAMES

POSTPONED MATCHES

There will be no make-up games unless the rescheduling of a match is made by mutual consent **by both team Captains and the league coordinator. (opposing team does not have to reschedule) If the match cannot be played, or rescheduled, the match still needs to be paid for by both teams. Cancelling team will get the forfeit (zero points). The league office will key all forfeited matches (email players names to be keyed).**

If teams agreed to reschedule, **YOU ONLY HAVE TWO WEEKS TO MAKE UP THE RESCHEDULED MATCH.** If extra time is needed it must be approved by the league coordinator.

NOTE: Postponing team must notify both the league coordinator and the scheduled location that the match is postponed and when the match will be played. ALL MAKE UP MATCHES ARE TO BE PLAYED AT THE ORIGINALLY SCHEDULED LOCATION NO EXEPTIONS. IF NOT PLAYED AT SCHEDULED BAR, PENALTIES WILL BE AWRDED, BOTH TEAMS MAY BE AWARDED ZERO POINTS FOR THE MATCH.

FORFEITS

1. OPTIONS IF A TEAM IS LATE:

- a. If a team is over **15 minutes** late, the opposing team Captain has the following options.
 1. Accept the forfeit (notify league coordinator).
 2. Continue to wait for the tardy team.
 3. Ask that the match be rescheduled.
- b. Any team short a player/s will have until the end of that round to show up. If they are not there by the end of the round the absent player will lose that game 10-0. This rule is the same for all rounds.
NOTE: During regular season matches ONLY, teams can use Spare superman.
(Spare superman is used when a team only has 3 players and still want to play or they are using a random player who is not in the stats, or playing with 3 players and rotating through for the 4th player and having the weakest player playing the extra game)

2. SCORING A FORFEIT:

- a. In scoring forfeits, the forfeiting team will receive 0 points for the match. The attending team receives all the round points and will receive their average. Coordinator is to be contacted and will input all forfeit matches.
- b. Individual scoring for stats – the forfeiting team players will get no personal points and will not get any credit for games played. The attending team players will receive their average points for and against for the match, based on all of their stats.

3. HOW TO PAY FOR A FORFEIT:

- a. Team must pay all their league fees in order for you to receive your points.
- b. The forfeiting team will be required to pay their portion of the nightly fees no later than the following week of the forfeit. **If it is not taken care of, that team will receive all round losses until it is paid.**

4. CONTINUOUS FORFEITING:

If a team forfeits 3 consecutive weeks, 4 times during a season, or if they are expelled from the league, they can be **subject to forfeiting all prize money and eligibility for any tournaments.**

MONEY (LEAGUE FEES)

All teams must have played and/or paid for all scheduled matches. All teams will pay an equal amount into their respective leagues prize pool. If a team is missing any matches, the match must be made up or paid for.

SPORTSMANSHIP

Good sportsmanship will prevail!!!!

If an opposing player calls a foul on you, you must acknowledge it, if such a foul occurred (except scratches). All are reminded that the whole idea of the league is to have fun while playing in organized competition. All teams are expected to play in the spirit of good sportsmanship at all times.

If your opponent commits a foul and you do not have your opponent's acknowledgment BEFORE you touch the cue ball, YOU have committed a foul. Firestar will strictly enforce this rule.

However, if an opponent REPEATEDLY refused to acknowledge a foul, then this may be ruled as unsportsmanship and the game may be forfeited.

1. Tactics such as intimidation, harassment, or poor sportsmanship is not permitted. Any members that uses this type of behavior are subject to disciplinary action.
2. Flagrant violations must be documented and submitted to the league, who, after review will take appropriate action.
3. Misuse of, or manipulation of any rule, procedure or unbecoming conduct may result in disciplinary action.
4. Any abuse, profanity or yelling directed towards anyone may result in disciplinary action.
5. Any physical confrontations and/or threats will also be cause for disciplinary action.
6. Any act that could be considered detrimental to the league can be cause for expulsion from the league.

When a problem occurs, team captains should calmly and intelligently discuss the problem privately, come up with a solution and continue to play the match. Any captain that does not afford the other the opportunity for rational discussion of the problem will lose any protest filed against them.

NOTE: Unless they obviously go against a set rule, dealing with illegal players, format changes, etc., the league office will not overrule any agreement made between the two captains.

PROTEST PROCEDURE

1. WHO CAN PROTEST:

Authority to protest rests with the Captain.

2. HOW TO PROTEST:

- a. If a match is under protest **DO NOT SIGN THE SCORE SHEET OR APPROVE IT.**
A signed score sheet voids all rights to protest.
- b. Protest must be in writing (via email) and be presented to the league office within forty-eight hours after the game for league play **and immediately after a match during a tournament.**
- c. Protest shall include \$50.00 etransfer. Protester loses the deposit if he/she loses the protest. The \$50.00 is placed in the league fund. If protester wins, his/her deposit is returned. The league office will review the protest and confer with the other Captain involved, then render a decision. The league office has the authority to disregard any protest not properly presented.
- d. The two team Captains will attempt to settle all disputes. If they cannot agree it will be ruled upon by the league office.

FIRESTAR LEAGUE PAYOUTS

SASKATOON:

Leagues administration (10%) and trips will be payed out first, then from the balance:

Regular season play will be worth 80% of the year-end cash.

Final tournament will be worth 20% of the year-end cash.

REGINA:

Leagues administration (10%) and trips will be payed out first, then from the balance:

Cash leagues Will pay out 50% to season points and 50% in the season end tournament.

Vegas leagues: Will pay out 50% to season points and 50% in the season end tournament.

North Battleford:

***Leagues administration (10%) and trips will be payed out first, then from the balance:
Will pay out 50% to season points and 50% in the season end tournament.***

LEAGUE AWARDS

You must have played 70% of the scheduled season to qualify for the M.V.P. award!
For team awards, all members playing a minimum of 40% of scheduled games will be recognized.

**AND DON'T FORGET THE # 1 AND MOST IMPORTANT RULE:
"BE A GOOD SPORT – PLAY HARD AND HAVE FUN"**

TOURNAMENTS

A player's eligibility may only be challenged prior to that player's first game played in that match. If this is not done, the player will be allowed to complete the match (the same as in Vegas). If a player's eligibility cannot be confirmed to the satisfaction of the tournament director, that player cannot play. No prior matches played by such a player will be forfeited or replayed (same as in Vegas).

All qualifying weeks must be on the team you are playing for in the FIRESTAR tournaments (players switching team's part way through a season will still get credit for weeks played on their previous team but only for national and international tournaments).

Dress code is in affect at all Firestar tournaments. Players are not allowed to play with ripped clothing, no tank tops (for men), no sandals.

Tournament will be on compusport and ARE TO BE UPDATED WHILE TOURNAMENT IS IN PROCESS. Team roster will be pre-entered, and submitted to league coordinator for eligibility of players.

WESTERN CANADIAN 8-BALL CHAMPIONSHIPS

The WCVNEA holds an annual tournament. This tournament is held in mid February. Firestar pool league holds a tournament to determine which teams will be going.

This trip includes accommodations (2 rooms per team)and tournament entry fee paid.

In order to be eligible to win this trip your team **MUST:**

- (1) Have all sanction fees and weekly fees paid.
- (2) All members on the team must have a minimum of 8 league nights played.

INTERNATIONAL TOURNAMENT IN LAS VEGAS

The VNEA holds an annual tournament in Las Vegas, Nevada. This tournament is held the last week of May. Teams may sign up with contacting coordinator. Fees are to be made up of US money order paid to VNEA, given to the Firestar coordinator.

INTERPRETATIONS/CLARIFICATIONS

Rule Clarification

If there is controversy RE: a rule or how someone reads the rule, the decision will always go with the original intent of the rule.

Push Shot Fouls

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 normal and legally stroked shot. (Such shots are usually referred to as push shots.) When the cue ball is glued to another ball, it is legal to shoot through the cue ball without elevating the cue, it is not a foul, but possible of a double hit

Fouls By Double Hit

It is a foul to double hit the cue ball. When the cue ball and object ball are close together, it is almost impossible to avoid a double hit if playing “through” the object ball. If your opponent is setting up this shot, call a referee to officiate.

Cue Ball Fouls

Accidentally touching or moving the cue ball is a foul. If a player accidentally moves an object ball or the 8-ball during a game, then the opponent has the option of returning that ball (or balls) to where they considered the ball’s original position to be. This is NOT a foul, and play continues. However, if an accidentally moved object ball makes contact with the cue ball IT IS A FOUL.

NOTE: Only the shooters opponent can replace the ball/s it or it will be a foul. The shooting player also cannot object to the re-positioning of the ball/s.

Wrong player

If it is noticed in the middle of a game that the wrong player/s are playing, the game will be voided and the right players will play. If the game was finished and they were to play each other later in the match then the score will be recorded in that spot (regardless of who’s break it should have been). If they do not play each other later in the match the game will be scratched (the same as in Vegas).

NOTE: It is up to both players to know who they are playing before they rack or break the balls.